Mission to Nexus Prime
Summary

Introduction

In this 2D, SVGA, real time strategy game, the player will control one of two factions, the United Ethnos of Humanity (UEH) or the Rossh, in the attempt to take control of the planet Nexus Prime. Using a variety of troops, vehicles and specialized installations, the player must complete a series of missions allowing his side to complete the building of an orbital nexus gate.

New Features and Enhancements

Mission to Nexus Prime has several unique qualities not found in any other real time strategy game.

First is the way the map and terrain are displayed. It has been noted in several magazine reviews that a player should be able to see the entire map area, especially if the scenario uses technology that would easily allow this. Since Nexus Prime is set in the far future, it is logical to assume that the factions would have some way to scan the area using satellite technology. Thus, when the player builds a satellite station, he will be able to view the entire playing area, including friendly and enemy units, structures, etc. To counter this, jamming stations can be built in strategic areas to 'fog out' any unwanted spying. Of course, jamming stations owned by the player will not hide that player's units from him.

Second, the building of structures is more flexible than in existing products. 'Building Trucks' are prepared on the mothership and then sent through blink door. The structure remains in vehicle form until the player decides where and when to build the structure. This not only allows the player to build anywhere on the map, but also to bring in the building trucks during times when enemies are few and energy reserves are high, and to do so in the relative safety of his camp.

Third are some unique units the player has to control. The **'Spy Unit'** allows the player to actually infiltrate the enemy's ranks and to keep an eye on them. The unit is not invisible, and actually looks like an enemy soldier. Only when the enemy player (either human or computer) tries to use the unit is the ruse detected and dealt with. The **'Mine Layer'** deposits small ‘smart’ devices that detonate when any enemy unit enters its detection radius.

There will be an “Audio Advisor’ to give praise or chastise the player as the scenario progresses. “Radio Chatter” will allow the player to access what is happening during the senario.

Lastly, is the concept of 'dynamic terrain'. The environments in which the missions take place can be hostile, and in turn must be dealt with as if it were a third player. An example of this is in the volcanic areas, where streams of lava flow across roads and then disappear. This can often lead to hastily changed plans when the player finds his forces cut off from help.

Sample Level Walk Through

It should be noted that the description below is a rough estimate of how the interface will look and operate. There are several options available, such as using heads-up displays (HUDs) to check the status of structures, or to operate units, etc.

After the introduction, the player must first choose which of the factions he wishes to control. Once selected, a short cinematic briefs the player on the first mission, in this case, establishing a base on the planet, and eliminating all enemy troops in the area. The cinematic ends, and the game screen appears.

The player has control of a small number of troops and one small blink door building vehicle. He uses the mouse to select one of the troops, and orders it to move by left clicking on

the spot he wants it to move to. The player then holds down the left mouse button and 'lassos' the remaining troops, selecting several units at once. He then left clicks on another spot and the troops respond by moving to that spot.

Now that the player has his troops in position, he feels it is time to build the blink door. Left-clicking on the building vehicle to select it, the player notices that all selected units are surrounded by a small box. The vehicle also has a label indicating what structure it has been outfitted to build. Finding a spot the player believes to be safe, he left clicks on the spot, and when the vehicle arrives moves the cursor over the vehicle, changing the cursor from the standard movement symbol to the build symbol. He then left clicks on the vehicle and the truck goes through a dramatic transformation. It unfolds and a short animation shows the gate being built. The blink door is now ready to transport units from the mothership to the surface.

Looking at the top of the screen, the player sees that he has a certain number of energy points available to power the blink door. He decides to use some of those points to reinforce his small number of troops. Left clicking on the blink door, he sees two icons appear in a box at the bottom of the screen, one for a trooper, and another for a building called a Biosphere. He left-clicks on the trooper icon and a digital counter appears over the icon, as well as one over the blink door. It counts down until it reaches zero when the blink door hums to life and a trooper walks out from structure. The player notices that when the counter reached zero, several points of energy were subtracted from the total shown at the top of the screen. He could have canceled the process anytime before the counter reached zero by right-clicking on the trooper icon, and no energy points would have been deducted.

The new trooper is now standing in front of the blink door, and it seems he has arrived just in time for an enemy trooper is approaching! The player left-clicks on the trooper to select him and then moves the cursor over the target, changing the standard movement cursor to the attack cursor. Left clicking again, his trooper begins moving toward the enemy target. When the player's trooper has moved close enough, the trooper begins to fire his weapon at the target. The enemy trooper takes a hit, and then returns fire, hitting the players trooper. The strength of the trooper, and the damage taken can be seen if the trooper is selected. Again, the player's trooper fires at the enemy trooper, this time causing enough damage to kill it; the enemy trooper screams and vaporizes in a puff of flame and smoke.

The player has no time to rest because three more enemy troopers are moving towards his troopers. The player holds down the left mouse button, lassos several of his troopers, moves the cursor over the target to change the cursor to attack mode, and left clicks. All his troopers move to intercept the enemy troopers, opening fire when they are in range. The players troops concentrate their fire on the target selected by the player, vaporizing it. The enemy troopers return fire, killing one of the players troopers. The player selects the next enemy unit, and vaporize it. The remaining enemy trooper fires upon one of the player's troopers, damaging it. The player selects the last enemy unit and it is vaporized. The player has lost one trooper, and has another that is injured.

The game continues in this fashion until either the player has destroyed all the enemy units, or has been destroyed himself. If the player wins, then the winning screen appears, and then the next mission briefing, otherwise the losing screen appears and the mission is restarted.

Storyline

Plot

It is the third year of the great war between the United Ethnos of Humanity (UnEthHu) and the lizard-like race known as the Rossh. The war is at a stalemate as great dreadnoughts drive through hyperspace to besiege enemy worlds, while smaller but faster 'spiderships' jump along the complex network of blinklines (called the Web) that links many of the worlds of the galaxy.

While the Web offers instantaneous travel between worlds, it has two great disadvantages. First, huge orbiting stations (called Nevus Gates) are required to access the Web; and second, the blinklines themselves are not arranged in any logical order or convenient pattern. It can take as long to meander through successive nexus points to get from one particular world to another as it would take to simply drive there directly through hyperspace.

However, that is now suddenly about to change. UnEthHu scientists, exploring the esoteric mathematics of blinkline travel, have discovered there is a theoretical central focus point to the Web. A nexus gate built at this point would realign the blinklines into a genuine spider web pattern, with the focus point (and control) at the center. Furthermore, the scientists believe they have identified the earth-type planet where the nexus gate must be built, a world they have code-named Nexus Prime.

Unfortunately, the Nexus Prime system is orbited by a group of five black holes which warp hyperspace so badly that only very small ships can slip in through the anomalies. A small team will therefore be sent to the planet, with the equipment necessary to build a small ground-based blinkdoor. Unlike the huge orbiting nexus gates, blinkdoors are binary-linked; that is, they are tuned to only a single other blinkdoor. Furthermore, their range is limited to less than half a light-year. Their blinkdoor will be tuned to one aboard the battle cruiser Fearmaker, which will remain outside the hyperspace turbulence of Nexus Prime's black holes with all the equipment and personnel the mission team will require for its operations.

The goal of the mission team will be to build a series of successively larger blinkdoors until it has one large enough to bring through the construction ships and generators necessary to build the orbiting nexus gate.

There are three main complications to this task. First, the Rossh have also identified Nexus Prime, and have sent in a similar mission team to build a nexus gate of their own. They will have to be defeated before the nexus gate can be completed.

Second, there is abundant evidence that at least one other alien race in the distant past had also used Nexus Prime to align the blinklines of the Web. Scattered all over the planet are bits and pieces of alien technology which, if they can be deciphered and reactivated, could greatly facilitate completion of the mission. The Rossh, needless to say, will be also studying the alien artifacts with an eye toward the same goal.

And third, there is the competition for the planet's resources. Since all the equipment needed to complete the mission is aboard the mothership, the ground bases must secure 'Nuke Juice' in order to power the blink doors. The Rossh will also be pumping this vital fluid from the ground, leaving less for the UEH's forces.

Overview of Missions

United Ethnos of Humanity
Rossh

Each faction will have 12 missions to accomplish in order to secure the planet for its side. Each mission will take place in different areas of the planet, pitting the sides against one another. Mission types should include, but not be limited to rescue important person, destroy enemy base, defend base against enemy, establish a new base, etc.

Mission and Scenario Types

Every mission or scenario in Nexus Prime, while being varied in the actual who, what, where, when and why, falls into one of the following mission types. It should be remembered that

any deviation from these types requires intense special coding for both victory conditions and specific AI concerns. Note that the types can be combined with each other for more sophisticated missions.

Total Elimination (TE) - Missions that require the ultimate destruction of all enemy forces fall into this category.

Selective Elimination (SE) - Missions that require the destruction of specific units or structures fall into this category.

Selective Survival (SS) - Missions that require a specific unit or structure to survive fall into this category.

General Mission Descriptions

The following mission descriptions are not necessarily final, and are certainly not in any order. They are purposely general and vague in order that they can be applied to either side, and can be embellished to fit in the story. They do, however, reflect the desired nature of the game's missions.

01. Recover Stolen Data / Object (SS, TE): Must send scientist into enemy headquarters and return him to base safely. The scientist is ordered to enter the enemy headquarters using the same interface as entering alien ruins, or the same way the Saboteur is ordered to enter a structure. Once scientist has gotten info/object, then destroy all enemy forces.

Player Victory Conditions -
1. Archaeologist must enter Enemy HQ.
2. Same Archaeologist must survive and enter Research Facility.
3. All enemy units and structures must be destroyed.

Enemy Victory Conditions -
1. Prevent player Archaeologist from returning with info/object.
2. If HQ is destroyed before Archaeologist completes mission then player loses.
3. Destroy all player units and structures.

02. Protect Convoy (SS): Important convoy is on its way to set up a new base. Player must protect and escort convoy through enemy territory. All Build Trucks must survive.

Player Victory Conditions -
1. All Build Trucks must survive and make it designated spot on map.

Enemy Victory Conditions -
1. Destroy at least one of Player's Build Trucks.

03. Recapture Base (TE): Enemy has taken over friendly base. Must retake, build up force and destroy enemy. Enemy troops at start are inside base. They will not attack the structures, only the players troops.

Player Victory Conditions -
1. Destroy all enemy units and structures.

Enemy Victory Conditions -
1. Destroy all enemy units and structures.

04, Rescue VIP (SS): Shuttle has been shot down in enemy territory. You must rescue VIP before enemy eliminates him. Add spy on Rossh side as Sniper. Bring VIP back to main base HQ to win.

Player Victory Conditions - 1. VIP must survive and enter main Command Headquarters.

Enemy Victory Conditions - 1. Destroy player's VIP.

05. Lost Sheep (SS): Your squad has been cut off from main force. You must work your way back to base. Two paths, one has easier terrain but more enemy troops, the other has tough terrain with less enemy troops. At least one unit must survive and return to HQ.

Player Victory Conditions - 1. At least one unit must survive and enter Command Headquarters.

Enemy Victory Conditions - 1. Destroy all player units before they enter HQ.

06. Search and Destroy (SE): Enemy has established an enemy satellite installation nearby; find it and destroy it.

Player Victory Conditions - 1. Destroy enemy Satellite installation.

Enemy Victory Conditions - 1. Destroy all player units and structures.

07. Covert Operation (SS): Drop spy behind enemy lines. Scout area, find enemy base. Once at base, sabotage and destroy enemy HQ. Escape from base and meet transport to escape.

Player Victory Conditions - 1. One Saboteur must survive and enter transport.
2. Enemy Headquarters must be destroyed.

Enemy Victory Conditions - 1. Destroy all player's Saboteurs.

08. On the Offensive (TE): Enemy makes big offensive strike. Defend the base and build up for counter-attack.

Player Victory Conditions - 1. Destroy all Enemy units and structures.

Enemy Victory Conditions - 1. Destroy all Player units and structures.

09. First Contact (SS)(TE): Alien ruins discovered. Find ruins, get scientist there to research, and use alien technology to aid in destruction of enemy.

Player Victory Conditions - 1. Scientist must survive until ruins are researched.
2. Destroy all enemy units and structures.

Enemy Victory Conditions - 1. Destroy scientist before ruins are researched.
2. Destroy ruins before scientist can research.
3. Destroy all player units and structures.

10. Tank Battle (TE): A tank squad must destroy the enemy tank squad. Only tanks used here.

Player Victory Conditions - 1. Destroy all enemy units and structures.

Enemy Victory Conditions - 1. Destroy all player units and structures.

11. Air War (TE): You have small base with airstrip. Limited energy. Build air force and destroy enemy base on other island.

Player Victory Conditions - 1. Destroy all enemy units and structures.

Enemy Victory Conditions - 1. Destroy all player units and structures.

12. Alien Tech. Attack (TE): Enemy has found a large stash of alien technology. Defeat all enemy and destroy enemy site.

Player Victory Conditions - 1. Destroy all ruin sites.
2. Destroy all enemy units and structures

Enemy Victory Conditions - 1. Destroy all player units and structures.

13. Protect Thine Enemy (SS)(SE): You must prevent rogue unit from destroying enemy convoy. Must fight same race as well as enemy.

Player Victory Conditions - 1. Destroy all rogue units.
2. Enemy Build Trucks must survive.

Rogue Victory Conditions - 1. Destroy Build Trucks.
2. Destroy all player units.

Enemy Victory Conditions - 1. Destroy all player units.
2. Destroy all rogue units.
3.

14. Revenge is Mine (TE): You watch buddy die. Disobey orders and take a squad in to destroy enemy.

Player Victory Conditions - 1. Destroy all enemy units and structures.

Enemy Victory Conditions - 1. Destroy all player units.

15. Scorched Earth (SE): You must pull back in strategic retreat. You must destroy all buildings before they can be used by enemy.

Player Victory Conditions - 1. All player buildings must be destroyed.

Enemy Victory Conditions - 1. All player units must be destroyed.
2. One player building must survive.

16. Fields of Juice (SS)(TE): Establish a high resource area to set up pumping station and headquarters. Build and protect at any cost.

Player Victory Conditions - 1. Destroy all enemy units and structures.
2. Command HQ must survive.
3. Power Station must survive.

Enemy Victory Conditions - 1. Destroy all player Command HQ or Power Station.

17. Here They Come (TE): Our spies have informed us that the enemy is planning an air-attack on our base. Construct an airport and aircraft to defend the base, and launch a counter-attack.

Player Victory Conditions - 1. Destroy all enemy units and structures.

Enemy Victory Conditions - 1. Destroy all player units and structures.

18. Castaways (TE): Airport and blinkdoor is set up on remote island. Build air-transport and expand army to other shores. Destroy all enemies in path.

Player Victory Conditions - 1. Destroy all enemy units and structures.

Enemy Victory Conditions - 1. Destroy all player units and structures.

19. Where Is Everyone (SS): Small army is brought through abandoned blink-door. Have troops make their way through enemy infested area to find their base.

Player Victory Conditions - 1. One unit must survive and enter Command HQ.

Enemy Victory Conditions - 1. Destroy all player units.

20. Stop! Thief! (SE): Some of our troops have betrayed us and are planning to supply the enemy with our secret technologies. Intercept and stop the traitors. Enemy units consider the rogues friendly.

Player Victory Conditions - 1. Destroy all rogue units.

Enemy Victory Conditions - 1. Destroy all player units.
2. One Rogue must survive.

21. Hack and Slash (SS): Destroy hostile terrain, to provide us with easier access to destinations.

Player Victory Conditions - 1. One unit must survive and enter Command HQ.

Enemy Victory Conditions - 2. Destroy all player units.

Game Play and Rules of Engagement

Artificial Intelligence (A.I.)

The following are the rules by which the computer will attempt to defeat the player. These are general strategies, and do not take into account tactical approaches to achieving these goals.

- Keep track of player traffic, and increase units to compensate or cut off player; in other words, find the areas the player deems strategic and control them.
- Find the lowest concentration of player units and overpower the player at that point (Battle of the Bulge.)
- Send units to attack and destroy Juice Tankers, especially unescorted ones.
- Send units to attack lone or straggling units.
- Set up decoy operations, and ambush pursuing units from behind.
- Attack the player with flanking maneuvers - send two groups to attack separate areas simultaneously.
- Use walls to slow down the player.
- Take possession of another area of the map, and construct a second base.
- If an attacking unit is outmatched, have it retreat.
- Wave Attacks - Small, medium and then large groups attack the player, without giving the player a chance to recover.
- War of Attrition - Block and do not allow the passage of units to puddle areas - keep the forces in that area on the defensive.
- Divert the players attention with an attack while sending in spies.

Effects of Radar, Satellite and Jamming Arrays

Since the technology exists to scan the surface of the planet, the player will start with a view of the terrain he will be on. Any current activity, however, will be concealed from the player unless one of the following is true:

a. The player has units or structures in the area, thus giving him a range of sight.
b. The player has a radar station in operation, giving the player a longer range of sight.
c. The player has an operating Satellite Installation.

Range of sight view allows the player to see a specified radius around each unit. Each unit has its own range of sight. When a unit moves to a different area, the area left is once again concealed. A unit's range of sight is not affected by Jamming Arrays.

Radar Stations reveal a wider area of terrain, but are affected by Jamming Arrays. Once a radar station is destroyed, the area it revealed is once again concealed from the player.

Satellite Installations use orbiting spy satellites to reveal the entire region. All enemy units, structures, etc. are revealed (with the exception of Spy Units.) These stations are affected by Jamming Arrays.

Jamming Arrays hide areas of the map from enemy radar and satellite installations. Any area uncovered by radar or satellite is concealed with a radius of the Jamming Array. Areas revealed by a unit's range of site is unaffected. Of course, Jamming Arrays conceal the area from the enemy, not the owing player.

When an area is jammed, it will show its last known status. Buildings seen will continue to be seen through the fog, even if they are destroyed, until the area is once again revealed.

A note for clarification: Jamming Arrays will always take precedence over Radar and Satellite stations. Range of sight will always take precedence over Jamming Arrays.

Unit Movement

All units have a movement rate which dictates the top speed of the unit under ideal conditions. This rate can be affected by terrain and by damage.

All units prefer to turn in a radius, but if the unit is stuck, it will spin on its axis to free itself, and then return to turning on a radius.

Units with turrets have an extra rule. All turrets will face one of two ways: it will either face its intended target, or it will face the space it is moving to.

Selecting Units

There will be a toggle for unit labels. If the toggle is on, all selected units will have a label above them. When the toggle is off, all labels are removed with the exception of Building Trucks, which always have labels distinguishing them from one another.

When selected or ordered, units will respond verbally according to their health status. Structures will also have sound effects that change according to its health status.

When a unit is ordered to move, the spot they are moving to will be shown by a short animation.

When a unit is ordered to attack an enemy unit or structure, a short animation shows which enemy unit has been targeted.

Building a Structure

Structures are 'prefabricated' to save room on the mothership. When ground forces call for a structure, the proper materials are loaded into a 'Building Truck' and sent through the blink door. These Build Trucks carry the materials to the desired site, and automated systems quickly construct the building.

The build truck can be moved like any other unit, but when selected, the cursor will change to 'build'. Clicking on a selected build truck causes it to stop and unfold if it has sufficient room. When the build cursor is active, a 'build grid' will also appear beneath the truck. It shows the area required to place the structure. Red areas on the build grid are blocked in some way and are unusable.

To build in a space other than one occupied by the build truck, either move the truck to the area, and click on it when it arrives, or Hold down the ALT key to force the cursor to 'build' and click on the area you want the structure. The truck will automatically move to the area and when it arrives, it will automatically unfold there.

If, while on auto-build, the truck arrives and there is an obstacle blocking the build site, then one of the following happens; if the obstacle is a friendly unit, the unit will do its best to move out of the way, or the truck will come to halt and remain there until attacked or new orders are issued.

Bringing a Unit Through a Blink Door

First select the blink door by clicking on it. This brings up the icon panel at the bottom of the screen. As the cursor is moved over the icons, a HUD pops up beside the icon showing the unit's name and energy cost.

Clicking on an icon starts the transfer process. The energy required to transfer unit is subtracted immediately from the total. The icon darkens and green countdown numbers appear inside the icon and over the blink door.

To cancel the transfer, right click on the icon before the counter reaches zero. If the energy being replaced would exceed the storage capacity, then that energy is lost.

To add a unit to the build queue, click on an icon. It will have either a yellow (to show it next in line) or red counter inside it. These maybe canceled by right clicking on them.

Attacking an Enemy Unit or Structure

Select the unit(s) to attack, and move the cursor over an enemy unit or structure. When the cursor changes to 'ATTACK', left click on the intended target. The target will briefly blink, confirming it as the target. Units will move towards the target until they are within range, and then attack. If the enemy retreats, they will pursue until it is destroyed, the units are destroyed, or until given new commands.

Units should stop and attack at their extreme range, forcing units with a shorter attack range to move up to counterattack.

Attacking Alien Ruins depends on the status of the structure. If the ruins have not been researched by either side, or are being researched by friendly scientists, they are considered 'friendly.' If, however, they are being researched by the enemy, the structure is considered hostile. Researched ruins are not considered viable targets.

When Combat Units are Attacked

Combat units are those that have any offensive capabilities. The actions taken depend on specific situations.

When a unit arrives at a 'MOVE' destination, it automatically enters 'guard mode.' If an enemy comes within range, the unit will attack. If the enemy is out of the guarding unit's range when it attacks, the guarding unit will advance toward the enemy until it is within range and attack.

If while moving to a destination a unit is attacked, it will stop moving and return fire on the attacking unit. Once the enemy unit is destroyed, the unit will continue moving to previous destination.

If a unit is attacked while pursuing a target specified by the player, it will ignore the secondary attack, and continue to pursue the original target. Once the original target has been destroyed, the unit will automatically enter guard mode and respond accordingly.

If a unit is assigned to protect a structure, it will respond exactly as if in guard mode, with the exception that the unit will never leave the structure's guard perimeter. The unit can move freely within the perimeter, attacking any enemy entering the perimeter. If an enemy attacks the structure from outside the perimeter, the guarding unit will move towards the attacker until it is within range or the unit reaches the perimeter boundary.

If a unit is assigned to protect a vehicle, the reactions are the same as with structure protection, but the unit must move with the vehicle as to stay within the guard perimeter. If a slower unit is assigned to protect a faster unit, and the slower falls behind, it must continue to move until it is back within the protection perimeter. It cannot attack or defend itself until it has done so.

A unit assigned to protect a vehicle or structure can be selected and given new orders.

Reinforcements

When a unit comes under attack, the program must assess whether or not that unit needs help in defeating the enemy unit. If the threat to the unit under attack is too great, then the

closest available units will move to assist. There is a maximum range from which reinforcements will respond.

Available units are those that are currently in guard mode. Note that if a unit is engaged in combat, it is not in guard mode, and thus is not available. Units that are moving to a destination are not in guard mode, and thus are not available.

Once a reinforcing unit is no longer needed (i.e., the battle is over) it will return to the point from which it came.

When Non-combat Units are Attacked

Non-combat units are those that have no offensive capabilities. These units are Scientists, Ambulances, Pumper Trucks, Build Trucks and Fence Trucks.

Scientists and Ambulances will ignore the attack if they are proceeding to a destination. If they are standing still, they will run away.

The Trucks will Ignore attacks unless the attacks are made by small humanoid ground units, then they will attempt to run them over. If the Trucks are standing still, they will move away from the attacker, again unless they small humanoids.

Units in Guard Mode

When a unit has completed a move, it automatically enters guard mode. Guard mode is where the unit automatically attacks any enemy unit that enters its range. Any other friendly units in the immediate area will move to attack the enemy unit, and once the enemy unit is destroyed, will return to their previous position.

Some vehicles have a great destructive capability, and can destroy friendly as well as enemy units. If these units were to fire automatically, it would do more harm than good. These vehicles enter guard mode, but DO NOT fire automatically; the player must manually command these units to fire.

Units that do not enter guard mode are UEH Pulse Cannon, UEH Flying Fortress, Rossh Pulse Cannon, Rossh Mine Dropper.

Effects of Destroyed Structures

Blink Doors: No effect unless a transfer is in progress. Then any energy powering the current transfer is lost. Ability to transfer units granted by door is lost. Energy stored in blink door is lost.

Biosphere: The food it produces is lost. If this loss brings the total below minimum for units them:

a. Any units being transferred are allowed to proceed.
b. Any unit scheduled for transfer in the building queue is aborted.
c. Structures are, of course, unaffected.

Power Distribution Station: The energy the building holds is lost. If a pumper truck is attached to the station, it is lost. If there is no other energy supply, then blink doors are inoperative.

Transport Pads: Any unit in transit **TO** the pad is lost

Motorpool: Any unit being repaired inside is lost. Repair energy is also lost. Ability to transfer vehicles through blink doors is lost. Ability to repair vehicles is lost.

Airfield: Any unit being repaired inside is lost, as is repair energy. Ability to transfer air units through blink door is lost. Ability to repair air units is lost.

Radar Station: Any area revealed is again concealed.

Satellite Installation: Any area revealed is again concealed.

Headquarters: Ability to construct radar stations, turrets and barriers is lost.

Research Facility: Ability to transfer Archaeologists (UEH) / Scientists (Rossh) through blink doors is lost. Any research in progress is lost as is energy used in research. All research upgrades remain at current levels.

Spy Building: Ability to transfer spies through blink doors is lost.

Jamming Array: Any area concealed is again revealed.

Battery Storage: Any energy stored is lost.

Turrets: None

Resource Operation

Nuke Juice puddles appear in random areas in one type of terrain. They do not appear under static obstacles (trees, rocks, etc.), but can appear under dynamic obstacles (units, etc.) If a humanoid ground unit is on an area when a puddle forms, the unit is destroyed. Vehicles will move clear of the puddle, and air units are unaffected.

All ground units cannot cross puddles in their normal movement.

To see how much nuke juice is left in a puddle, click on it. The number displayed is the number of energy points that can be extracted from the liquid. This number should change if the player's power conversion process has been upgraded. This change is only for the side with the upgrade.

Pumper trucks extract the nuke juice by moving over the puddle, and pumping it out of the ground unit the truck is full, or the puddle is gone. If the truck is full, it will return to the Power Distribution Station to empty its load. If the puddle runs dry before the truck is full, it will seek out another puddle, and if none is immediately found, it will return to the Power Distribution Station to empty its partial load, and then wait. As long as there are no puddle visible, the truck will remain in place. If a puddle is discovered by expanding the map, or one forms in a known area, the truck will resume its function.

If more than one pumper truck is trying to use the same facility or drain the same puddle, they are allowed to do so on a first come first serve basis. If a pumper truck detects an available facility or puddle while it is in line, it will leave and move to that facility or puddle.

Pumper Trucks that contain nuke juice are highly unstable, and if destroyed, will explode with a blast radius.

Power Distribution Stations convert nuke juice to energy, and can store a limited amount of energy itself. Battery Sites are needed to increase storage capacity. Blink gates also have a limited energy storage capacity.

Researching Alien Ruins

Researching requires the construction of a research facility. Once this structure is built, a scientist is transferred to the planet through the blink door. Left click to select the scientist and move the cursor over the ruins to be researched. When the cursor changes to 'ENTER', left click to command the scientist to begin researching. The scientist moves to the ruins and disappears when entering.

No counter is used to show the scientist's progress. The time needed to complete the research is different each time to make the ruins more unpredictable and mysterious.

Once the scientist has complete the research, an audio alert is heard with the alert being dependent on the artifact found. Regardless of the artifact discovered, the scientist is 'used' and disappears (e.g. stayed to operate artifact, is eaten by creature, etc.)

The ruins change to a worse state, and the item found appears ready for use by the player. Note that alien artifacts, although controlled like units, do not count towards the food / unit limit. Alien artifacts cannot be repaired.

Repairing Units

All units have the opportunity to have their battle damage repaired. The units to be repaired must be selected with units of their own kind, according to the types described below. For example, a tank and a speeder selected together cannot be sent for repairs, but a shock troop and a grenade troop selected together can be sent to be healed.

To heal humanoid units, select them and click on an ambulance. The units will move toward the ambulance, and vice versa. Once they have met, the unit(s), one at a time, enter the ambulance and immediately exit, restored to full health. Any unit inside an ambulance when it is destroyed is lost. It takes no energy to heal a humanoid unit.

To repair ground vehicles, select them and click on the Motorpool. The unit(s) will move to the structure. When the first vehicle arrives, a door will open, the vehicle will enter and the door closes behind it. Any vehicle that arrives while another vehicle is being repaired will remain outside until the present vehicle is repaired. Only one vehicle per Motorpool structure may be repaired. The energy needed to repair a vehicle is based on the amount of damage it has sustained, and is immediately subtracted from the total.

To repair air vehicles, select them and click on the Airfield. The units will move to the structure. When the first air vehicle arrives, a door will open, the vehicle will enter and the door closes behind it. Any vehicle that arrives while another vehicle is being repaired will remain outside until the present vehicle is repaired. Only one vehicle per Airfield structure may be repaired. The energy needed to repair a vehicle is based on the amount of damage it has sustained, and is immediately subtracted from the total.

To repair combat bots, select them and click on the Robotics Lab. The units will move to the structure. When the first bot arrives, a door will open, the bot will enter and the door closes behind it. Any bot that arrives while another bot is being repaired will remain outside until the present bot is repaired. Only one bot per Robotics Lab may be repaired. The energy needed to repair a bot is based on the amount of damage it has sustained, and is immediately subtracted from the total.

A building animation shows that the repair process is proceeding, and a timer above the structure shows the time remaining before repairs are complete.

Once repairs are complete, the door opens, the vehicle exits and the door closes. An audio alert notifies that 'Repair complete.'

Repairing Structures

To repair a structure that has been damaged, select it and move the cursor over it. When the cursor changes to 'REPAIR' left click to begin the process. Note that the 'REPAIR' cursor will only appear over selected AND damaged buildings. The structure will continue to be repaired until:

a. It is completely repaired,
b. No energy remains in storage, or
c. the player cancels repairs by right-clicking the selected structure.

The repair symbol appears on the structure for the duration of repairs.

Using Spy Units

The spy unit is a very useful tool in gathering intelligence on enemy operations, troop strength and base layouts. Spies can be trained to become Saboteurs (UEH) or Snipers (Rossh). Before a spy can be transferred from the mother ship, a Spy Building must first be erected.

When the Rossh spy unit appears, it looks like the spy unit to the owner, but when seen by other players, it appears as a tree or a rock. The spy can only be spotted by other spies. When the Rossh spy attacks, the appearance of the attack changes if the spy is upgraded. When a regular spy attack, the laser bolts can be seen as normal, but if upgraded to a sniper only the muzzle flashes can be seen. The tiny explosion still flashes on the unit.

When the UEH spy unit appears, it looks like the spy unit to the owner, but when seen by other players, it appears as a basic Rossh trooper, indistinguishable from any other trooper. There are subtle differences, however, that can alert the other player.

First, the spy unit does not appear as a dot on the enemy map. It does appear as a regular unit on the owner's map.

Second, when the enemy player clicks on the unit, it responds in a slightly different manner than other troopers. It can be lassoed by the enemy like his normal troops, but if ordered to attack a friendly unit, will not do so..

Third, if more than one enemy player encounters the spy, it will appear to each as one of their troopers. This can give away the spy's identity.

The spy unit is considered 'friendly' by any automatic defense system. Turrets and guarding units will not react to its presence. Once discovered, these auto-defense systems will still perceive the spy as friendly, and attacks must be forced using the ALT key. If discovered and attacked, the spy will give the owner an audio alert.

When Flying Units Crash

When a flying unit is destroyed, it makes sense to have the unit spin out of control and crash to the ground. Any ground unit, ground vehicle or structure can be caught in the crash, and take damage accordingly.

To determine the crash path of a flying unit, the unit's speed and direction must be taken into account. A flying unit that is just hovering will fall straight down and crash on the tile it currently occupies. Moving units will continue in the direction they were last moving, losing altitude until they hit the ground.

To show the loss of control, the flying unit's directional movement frames are just played in sequence, spinning the unit in place.

The display of the flying unit's wreckage depends on the type of terrain it lands on, and the occupant of the tile space.

a. If the unit lands on a totally unoccupied tile, the wreckage overlay is placed.

b. If the unit lands on a tile occupied by a non-interactive terrain feature, the wreckage overlay is not placed.
c. If the unit lands on a tile occupied by an interactive terrain feature, the wreckage overlay is not placed, but interactive animation plays if necessary.
d. If the unit lands on a humanoid ground unit, the unit is takes the appropriate crash damage, and if it survives, moves to an adjacent tile. If there is no available tile, the unit is considered destroyed. In either case, the wreckage overlay is placed.
e. If the unit lands on a ground vehicle, the vehicle takes the appropriate crash damage, and if it survives, can remain in the tile. If the vehicle survives, then the wreckage overlay is not placed. If the unit is destroyed, the wreckage overlay for the flying vehicle is placed and not the vehicle wreckage overlay.
f. If the unit lands on a tile occupied by a structure, the structure takes the appropriate crash damage. If the structure survives, then the wreckage overlay is not placed. If the structure is destroyed, then the building's wreckage overlay is placed and then the appropriate tile is replaced with the flying unit's wreckage overlay.

Upgrading Units

Most units which utilize standard weapons or armor can be enhanced by upgrading the effectiveness of those items. The upgrade benefits are:

* For each level of upgrade for unit armor, the armor rating of the unit is increased by one (1).
* For each level of upgrade for unit weaponry, the damage inflicted by that weapon increases by one (1).
* For each level of upgrade for vehicle armor, the armor rating of the vehicle increases by one (1).
* For each level of upgrade for vehicle weapons, the damage inflicted by that weapon is increased by two (2).

Increases in weapon damage are added after the base damage has been calculated, for example, a weapon does 1-10 damage, the computer generates the number 6. This is the base damage for that attack. If the weapon has been upgraded once, add 2 to the base to get a total of 8. If the weapon has been upgraded twice, the total would be 10 (6+2+2=10).

Each category of armor and weapons can only be upgraded twice.

To upgrade these attributes, select the Research Facility, and click on the appropriate icon. When the upgrade icon is selected, the energy needed for the upgrade will be subtracted from the energy total, and the countdown timer will appear over the icon and the research facility. When the counter reaches zero, the upgrade is complete, and all the benefits gained from the upgrade are bestowed.

Upgrading the Power Conversion Process

This upgrade increases the amount of energy that can be obtained from nuke juice at the Power Distribution Station.

The number seen by the player is the amount of power that can be obtained from the standard unit of the liquid. The standard unit is calculated as the amount of liquid which will generate 100 units of energy. When upgraded, the standard unit is increased by 15% (one upgrade) or by 30% (two upgrades.) Thus, before upgrading, the a nuke juice tanker can hold 10 standard units of the liquid, or 1000 energy units. After one upgrade, the tanker can still only carry 10 standard units, but the same amount of liquid will generate 115 energy units, thus the tanker carries 1150 energy units. After two upgrades the number rises to 1300 units.

This increase is due to discovery of new technology, thus is present is all Power Distribution Stations owned by the player, as well as any that are built after the upgrades.

To upgrade the power conversion process, select the Research Facility and click on the 'Upgrade Power Conversion Process' icon . When the upgrade icon is selected, the energy needed for the upgrade will be subtracted from the energy total, and the countdown timer will appear over the icon and the research facility. When the counter reaches zero, the upgrade is complete, and all the benefits gained from the upgrade are bestowed.

Upgrading Structures

There are several structures that can be upgraded during the course of the game once certain conditions have been met. These conditions are detailed under the specific structure's heading.

To upgrade a structure, select it and then click on the 'Upgrade' icon. If there is no upgrade icon present it means that either the structure cannot be upgraded, or the conditions for upgrading have not been met.

When the upgrade icon is selected, the energy needed for the upgrade will be subtracted from the energy total, and the countdown timer will appear over the icon and the building. When the counter reaches zero, the upgrade is complete, and all the benefits gained from the upgrade are bestowed.

Biosphere and Greenhouse Restrictions

In order to control the number of units a player has active at any one time, a limit of 15 units per Biosphere or Greenhouse must be imposed.

This restriction will affect Blink Door activities, making the transport of units impossible until another Biosphere or Greenhouse is erected.

Not all units count towards the Biosphere count. Build Trucks, and Alien Artifacts are not counted towards the total.

Hierarchies and Dependencies

Energy Storage Hierarchy

Energy storage is handled in a specific way to ensure the proper addition or subtraction of energy as structures are constructed and destroyed. The formula is:

Blink Doors + Power Distribution Stations + Battery Sites

Each blink door is added together. Large blink doors can hold up to 1500 energy; medium doors hold 1000 and small doors hold 500. Power is added to doors as they are used. Power is drained directly from Power Stations. Power is distributed on a first come first served basis.

Next are the Power Distribution Stations. Power from here is sent to needy blink doors, and is regained by either converting nuke juice, or by tapping available battery sites. Stations delegate power in the order they are built, thus blink doors search for power in that order.

Battery sites are tapped and filled in the order they are built.

Any energy that has no space to be stored is lost. There will be a verbal warning when less that 500 units of storage space is available, and a verbal warning when capacity has been reached.

Blink Door Dependencies

Small Blink Door	**Medium Blink Door**	**Large Blink Door**
All Humanoids	UEH Speeder	Pulse cannons
UEH AFAV	Rossh MAA gun	UEH Flying fortress
UEH Ground Turret	UEH Medium tank	Rossh turret
Rossh Light Tank	UEH Flying Turret	2x bot
Rossh Destructor	UEH Reflect tank	Rossh Heavy Tank
UEH MMU	Rossh Speeder	
Build Trucks	Mine Dropper	
Barrier Constructors	Zap tank	
Nuke Juice Tanker	UEH Transport	
Power Stations	Airfields	Cruise Missile base
Command HQs	Research Facilities	Lightning Tower
Battery Sites	Spy buildings	
Motorpool	Jamming Array	
Pyramid of Healing	Transport Pads	
Radar Stations		

Unit Dependencies

Biospheres	**Command HQ**	**Power Distribution**	**Motorpool**	**Airfield**
Humanoids	Barrier Constructor	Nuke Juice Tanker	NJ Tanker	Speeders
Vehicles	Turrets		MAA Gun	Fly Turret
	Transport Pads		All Tanks	Mine Dropper
	Radar		Destructor	Flying Fortress
	Cruise Missile Base		UEH Jeep	Air Transport
	Lightning Tower		2xbot	
			Pulse Cannons	
			Mobile Medical Unit	

Research	**Spy**
Scientists	Infiltrators / Saboteurs
Archaeologists	Chameleon / Sniper
Lightning Tower	Jamming Array
Cruise Missile base	Cruise Missile Base
	Lightning Tower
	Satellite Upgrade

Building Dependencies

Small Blink Door
Power Distribution Station

Biosphere =	PDS
Greenhouse =	PDS
Battery Site =	PDS
Motorpool =	PDS
Pyramid of Healing =	PDS
Command HQ =	PDS
Radar =	CHQ
Barriers =	CHQ
T-pads =	CHQ
Medium Blink Door =	PDS, CHQ
Spy =	CHQ
Jamming =	SPY
Satellite =	SPY
Research =	CHQ
Airfield =	CHQ
Large Blink Door =	CHQ, RES
Cruise Missile base =	CHQ, SAT, RES, SPY
Lightning Tower =	CHQ, SAT, RES. SPY

Hints and Tips

- Selected Building Trucks can be set to build automatically in an area by holding down Alt and left clicking in the area desired.
- Hold down the ALT key to force a selected unit to attack a friendly unit or structure.
- Watch out for Spies!
- Don't leave Pulse Cannons as sentries, they do not fire automatically.
- Don't take any wooden nickels.
-

PART II

Main Menu

File Name: **Nexfinal\interfac\menus\main\NPMNMENU.bmp** (background)

Description:

This screen contains the Nexus Prime logo at the top, with six options centered below, free floating text in the special Nexus Font. The background of the screen will be a transition from space at the top , through atmosphere and ending with a side view of the planet along the bottom. The bottom will have two pre-rendered animations, one of a UEH Shocktrooper and one of a Rossh Warrior.

Both animations will consist of the unit entering their respective areas, taking cover, firing and dying. While the main menu screen is active, the units will randomly fire at each other, and occasionally, one of the units will be destroyed. When this happens, the animation will play again and another unit will arrive to replace the lost one.

The following are the options for the Main Menu:

New Campaign - This option starts the predefined storyline scenarios.

Load Saved Game - This option allows the player to load and continue a previously saved game from the point at which the game was saved. This option is used for both saved campaign scenarios and saved custom scenarios.

Custom Scenario - This option takes the player into the custom game screen. It is here that the player can access maps not included in the campaign game, as well as maps created by the player or other parties. This screen is the same as the multiplayer screen, with a few minor changes to accommodate only one player.

Multiplayer - This option begins the connection procedure for engaging in 2 or more player simultaneous play. (See Multiplayer Games)

Replay Intro - This option replays the Introduction Cinematic.

Exit - This option ends the program and returns the player to the OS.

Supporting Art:

Nexfinal\menus\main\MENU_UEH.flc - Animation of UEH unit on bottom left of screen.

Nexfinal\menus\main\MENU_RSH.flc - Animation of Rossh unit on bottom right of screen.

Nexfinal\interfac\fonts\nexus\MNPFONT.bmp - Main Nexus Font.

Choose Side

File Name: NPCHSIDE.???

Description:

This screen has the emblems of the UEH and the Rossh in the top corners, along with the basic unit animated below. Each unit will be rendered with idle frames, excited frames, shooting frames and dying frames. When the cursor is moved over a unit, it will try to encourage the player to pick that side by beckoning him and speaking. When a side is chosen, that unit will shoot the other just before the screen goes black and the first cinematic plays.

Supporting Art:

UEH Shocktrooper animation
Rossh Warrior animation

Game Screen

File Name: None: this screen is composed of individual parts and the game itself. It does not have an individual file name.

Description:

This screen will contain a small bar along the bottom where the battle map can be extended and retracted, as well as a extending/retracting panel that will allow the player to interact with the game. The bar will also have an Menu option that will pause the game and bring up the menu panel. Centered along the top of the screen there will be a free floating numerical readout of the amount of energy stored in the distribution station, blink door and battery storage structures

The mini map in the bottom left corner of the screen has a few items specific to it. The first is the 'box' that shows the area of the map being displayed full screen. The player can move this box by clicking and holding the right mouse button and dragging the box the area the is to be displayed, and then releasing the button. The player may instantly move to the desired area by left clicking on the spot to be displayed. This causes the box to jump centered on the spot the player clicked on.

Scrolling on the screen is done by moving the mouse pointer to the edge of the screen, and continuing to move the mouse. This will cause the screen to scroll in the direction the mouse is moving.

Supporting Art:

Nexfinal\Interfac\Gamescrn\BTTM_BAR.BMP - Bar at bottom of screen. (640 x 8)
Nexfinal\Interfac\Gamescrn\BTTM_UP.BMP - Depressed arrows for bottom bar. (19 x 8)
Nexfinal\Interfac\Gamescrn\BTTM_DWN.BMP - Depressed arrows for bottom bar. (19 x 8)
Nexfinal\Interfac\Gamescrn\MAP_BORD.BMP - Corner border for inside mini map. (6 x 6)

Scenario Completion

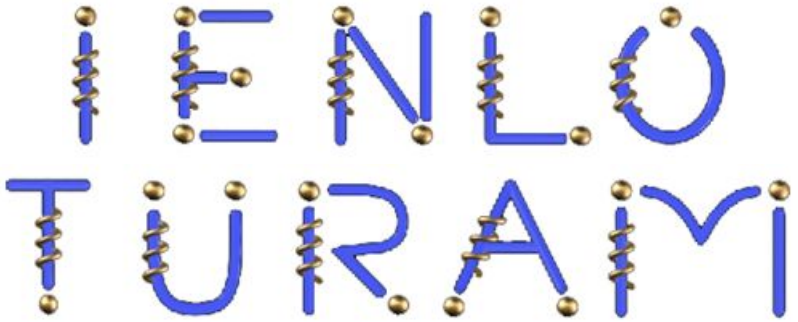
File Name:

Description:

This screen displays the statistics connected with the scenario. Some examples are: Energy Produced, Units Transported, Buildings Transported, Units Lost, Buildings Lost, Enemy Units Destroyed, Enemy Buildings Destroyed, etc.

Supporting Art:

Fonts and Special Characters



Nexus Interface Font

File Name: NEX_FONT.???

Description:

Used on Main Menu, and choice screen.

Button Font

File Name: SMLFONT?.??? - File name will depend on the color of the characters.

Description:

Used on all buttons and gismos, labels, etc.

Label Font

File Name: Tinyfont.bmp

Description:

Used to label the units on the screen.

Pointers

Pointer files are 64 x 64 with the center of the pointer in the center of the file. The only exceptions are the scroll and scroll denied files, which are 18 x 18 and centered.

Generic

Used when no units are selected and pointer is not over any units or structures It also is used to interact with the interface... i.e. whenever the pointer moves off the playing area and into an area with buttons.

File Name: Nexfinal\interfac\pointers\GENERIC.bmp

Select

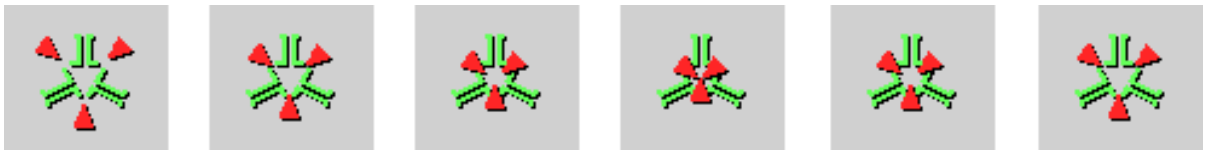
Used when over any unit or structure that is not already selected.

File Name: Nexfinal\interfac\pointers\SELECT.FLC

Move

Used when units are selected and pointer is over any area not blocked by an obstacle.

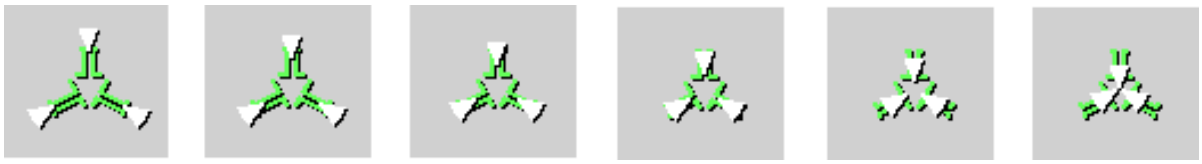
File Name: Nexfinal\interfac\pointers\MOVE.FLC



Attack

Used when units are selected and pointer is over any enemy unit or structure that can be attacked.

File Name: Nexfinal\interfac\pointers\ATTACK.FLC



Enter

Used when units are selected and pointer is over structure that allows entry.

File Name: Nexfinal\interfac\pointers\ENTER.FLC

Build

Used when building truck is selected, is in an area large enough to support structure, and pointer is over selected truck.

File Name: Nexfinal\interfac\pointers\BUILD.FLC

Repair

Used when over a selected structure that has taken damage.

File Name: Nexfinal\interfac\pointers\REPAIR.FLC

Denied

Used when the action of a selected unit is illegal.

File Name: Nexfinal\interfac\pointers\DENIED.BMP

Exit

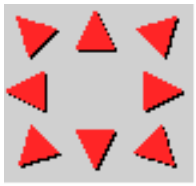
Used when a transport vehicle is stationary and is carrying at least one passenger.

File Name: Nexfinal\interfac\pointers\EXIT.FLC

Scroll

Used when pointer hits the edge of the screen. The files are numbers starting straight up and rotating counter-clockwise. (Note that these are no longer animated, and green versions of below.)

File Name: Nexfinal\interfac\pointers\SCROLL.FLC

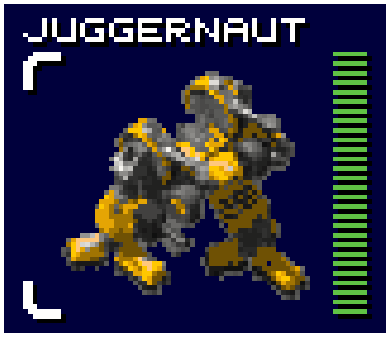


Scroll Denied

Used when the pointer hits the edge of the screen, but the extent of the playing area has been reached. These files are numbered starting straight up and rotating counter-clockwise.

File Name: Nexfinal\interfac\SCRLLDND.FLC

Unit and Structure Selection



File Name: **Nexfinal\interfac\select\slctcrnr.bmp** (Select corner piece)

Description:

When a friendly unit or structure is clicked on, a border is used to show it is selected and ready for commands. The border consists of two small, rounded end pieces on the left side, and a lined bar to the right. If the 'Label Units' toggle is on, then the name of the unit is displayed above and left justified.

If an enemy unit or structure is clicked on, the same border and lined bar is used to show it is selected, but the color of the border end pieces changes to red, and it will not accept commands. Also, a generic label is used instead of the specific unit name, i.e. 'Enemy Unit' or 'Enemy Structure'. As above, the label is above and left justified.

The lined bar is a representation of the unit's health. The bar starts green, and progresses to yellow and red as the unit takes damage. The lines of the bar disappear as damage is sustained. The bar is green when the units health is between 51% and !00%; yellow between 26% and 50%; and red between 1% and 25%.

Beneath any units that have the capability to carry other units, units that use a charged weapon, or structures that have a charge capacity, a series of boxes will be placed beneath the unit when selected.

Supporting Art:

Tiny Font for Labels

UEH Buttons, Sliders and Toggles

Button

Buttons are used on panels. UEH buttons are metallic, with blue lights capping each end. When the cursor passes over the button, the lights turn on. If the button is clicked on, then the text turns from black to white.

Slider

Sliders are used only on panels. UEH sliders are fuses that fit inside clips. When the fuse is at the far left, it is dark, denoting a zero value. As the fuse travels to the far right, it glows brighter and brighter, with zapping electricity inside the glass portion.

Toggle

Toggles are used only on panels. UEH toggles are fuses that fit inside clips. To the left of each clip is a label. When the area inside the label or clips is clicked, the fuse pops into place, showing that the option is selected, on, etc.

Rossh Buttons, Sliders and Toggles

Button

Buttons are only used on panels. Rossh buttons are bone / ivory texture, with red lights capping each end. When the cursor passes over the button, the lights turn on. If the button is clicked on, then the text turns from black to white.

Slider

Sliders are used only on panels. Rossh sliders are fuses that fit inside clips. When the fuse is at the far left, it is dark, denoting a zero value. As the fuse travels to the far right, it glows brighter and brighter, with zapping electricity inside the glass portion.

Toggle

Toggles are used only on panels. Rossh toggles are fuses that fit inside clips. To the left of each clip is a label. When the area inside the label or clips is clicked, the fuse pops into place, showing that the option is selected, on, etc.

Panels and Dialogue Box General Design

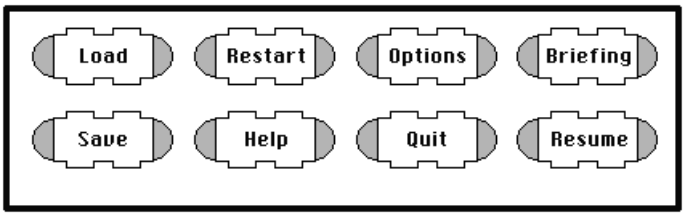
United Ethnos of Humanity

The UEH panels are cool and sleek, with cool colors and metallics. The background is a subtle circuit board design, adding to the technical feel of the race.

The Rossh

The Rossh panels are organic and primitive, with warm earth tones, bones and ivory. The border of the panels is rough, further enhancing the organic feel of this race. The background is actual fossilized dinosaur bone.

Menu Panel



File Name:

Description:

The menu panel has nine options, each on a standard Nexus button. The actual design of the panel background is dependent on the race selected. The UEH's panels feel more technical while the Rossh's feel more organic.

Panel Options

Load Game:	Load a previously saved game
Save Game:	Save current game
Restart:	Begin the current mission from the beginning
Help:	Brings up Help Panel
Options:	Brings up the Option panel
Quit:	Exit to Main Menu
Briefing:	Brings up Mission Briefing Panel.
Done:	Returns player to game.

Supporting Art:

Options Panel

File Name:

Description:

The options panel directs the player to panels to configure controller, graphic and audio elements of the game as well as game speed and difficulty.

Panel Options:

Audio	Takes player to Audio Options Panel.
Video	Takes player to Video Options Panel
Game	Takes player to Game Options Panel.
Done	Returns player to Main Menu Panel.

Supporting Art:

Audio Options Panel

File Name:

Description:

Panel Options:

Music / Ambient Toggle:	Selects background audio as either music or the ambient sounds of the planet.
Music Volume Slider:	Adjusts the music volume.
Sound Effects Volume Slider:	Adjust the volume of the sound effects.
Done:	Returns player to Main menu panel

Support Art:

Video Options Panel

File Name:

Description:

Panel Options:

Screen Gamma:	Lightens / darkens screen.
Detail Level:	Determines Hi res. or Low res.
Done:	Returns player to Main menu panel

Support Art:

Game Options Panel

File Name:

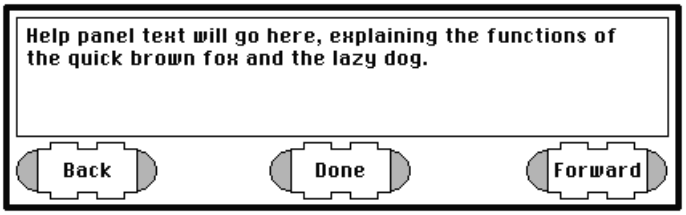
Description:

Panel Options:

Game Difficulty:	Determines players skill level
Game Speed:	Slows game down or speeds it up
Scroll Speed:	Determines how fast cursor moves on screen
Done:	Returns player to Main menu panel

Support Art:

Help Panel



File Name:

Description:

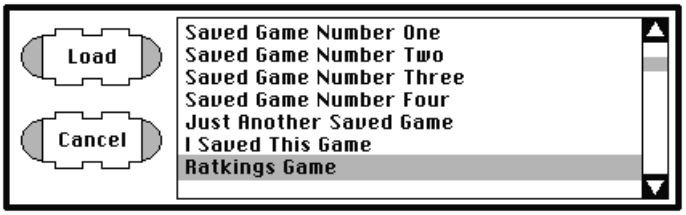
This panel lists all the commands for the game, as well as pointer icons and definitions, and special keyboard hotkeys. The only button is in the bottom right corner.

Panel Options:

Done:	Returns player to Main Menu Panel

Supporting Art:

Load Game Panel



File Name:

Description:

This panel has a list of saved games, a vertical slider on the right side to scroll down the list, and two buttons along the left side.

Panel Options:

Load:	Load in the game highlighted in the list.
Delete:	Erase game highlighted in the list
Done:	Return to the Main Menu Panel

Supporting Art:

Save Game Panel

File Name:

Description:

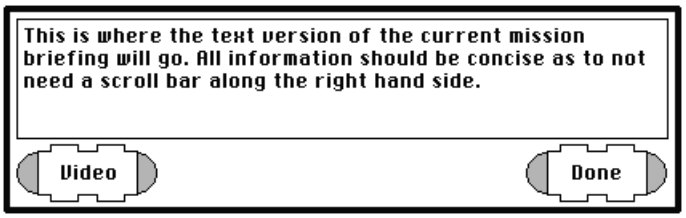
This panel is identical to the load game panel except it has an area below the list for the input of the saved game's description. It also has two buttons along the left side.

Panel Options:

Save:	Save the game listed in the text box
Delete:	Delete game listed in the text box. It will also be the game that is highlighted in the list.
Done:	Return to the Main Menu Panel

Supporting Art:

Mission Briefing Panel


This is where the text version of the current mission briefing will go. All information should be concise as to not need a scroll bar along the right hand side.
Video
Done

File Name:

Description:

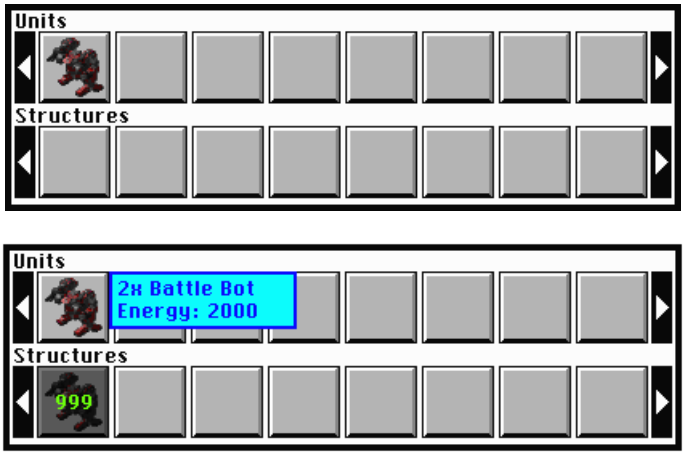
Contains a text version of the current mission goals.

Panel Options:

Video-	Replays mission intro. cinematic
Done-	Return to Main Menu Panel

Supporting Art:

Blink Door Panel



File Name:

Description:

This panel is where all units and structures are created. There are 2 rows of 8 icons showing at any one time. Each row is individually scrollable. Icons remain blank until options become available. Backgrounds of icons are dependent upon race.

As cursor moves over occupied icon, a small HUD box appears next to icon displaying the unit or structures name and energy cost.

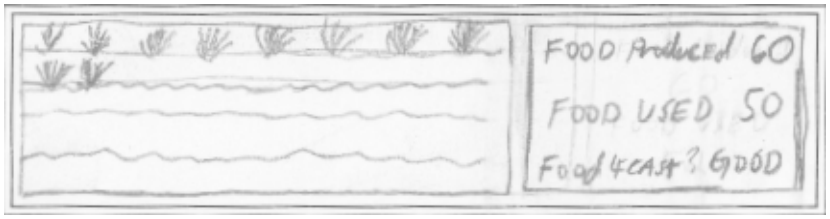
When clicked on, icon goes dark, and green countdown numbers appear in center of icon. If a second icon is clicked on, it also goes dark and yellow countdown numbers appear in center of icon. These numbers do not begin to countdown until the first unit has finished. A third icon can be clicked and it will go dark and have red countdown numbers.

To remove panel, deselect the appropriate blink door.

Panel Options:

Supporting Art:

Biosphere / Greenhouse Panel



File Name:

Description:

Appears when either the Biosphere or Greenhouse is selected. The function of this panel is to tell the player the status of the food supplies versus the population. It contains a graphic and text display of the total amount of food grown, the total amount used and the food surplus.

The panel displays the total of all Biospheres, not just the individual structure, in other words, the panel will be the same no matter which Biosphere is selected.

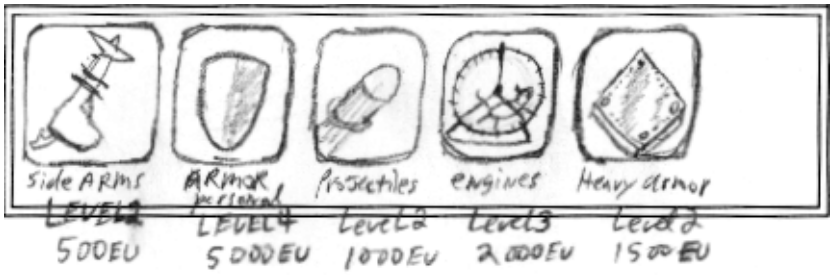
Panel Options

No Panel Options

Supporting Art:

need small icon to represent food
button font for text parts

Research Facility Panel



File Name:

Description:

This panel appears when a Research Facility is selected. Its purpose is two-fold; to display the current level of upgrades, and to perform the upgrades themselves. The panel has five icons, Humanoid Armor, Humanoid Weapons, Vehicle Armor, Vehicle Weapons, and Power Conversion Process. Below each of these is the current level of upgrade, and the cost of upgrading to the next level. Once a particular feature has been fully upgraded, the cost will disappear.

Panel Options

Humanoid Armor:	Increases the protection of humanoids.
Humanoid Weapons:	Increases the damage potential of small weapons.
Vehicle Armor:	Increases protection on vehicles.
Vehicle Weapons:	Increases the damage potential of large weapons
Power Conversion Process:	Increases the energy obtained from nuke juice.

Supporting Art:

icons for options

Intelligence Building Panel

File Name:

Description:

This panel appears when an Intelligence building is selected. It allows the player to upgrade spies. This upgrade automatically applies to all spies, even those in the field. It also displays the number of spies currently in play.

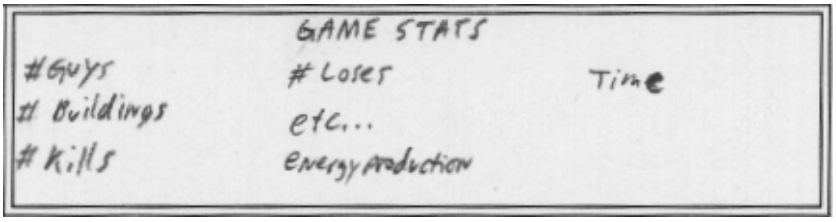
Panel Options:

Sabotage Training (UEH ONLY)	Gives spies sabotage ability
Sniper Training (Rossh ONLY)	Gives spies sniper ability

Supporting Art:

icons for options

Headquarters Panel



File Name:

Description:

This panel appears when a Command Headquarters is selected. It shows the player the game statistics during the game session.

# of guys
# of buildings
# of loses
etc.

Panel Options:

No Panel Options.

Supporting Art:

should be all text, but may want to add small graphic or two.

Barrier Constructor Panel

File Name:

Description:

This panel is tied to the Barrier Constructor Vehicle. Each vehicle has its own panel, and when an individual vehicle is selected, the panel will reflect the status of that individual vehicle. This means that each vehicle can be building barriers at the same time, albeit not in the same place.

Panel Options:

Barrier	Builds wall in selected tile area
Gate	Builds gate in selected area if conditions are met.

Supporting Art:

icons for options

Transport Pad Panel

File Name:

Description:
This panel appears whenever a transport pad is selected. It shows the current status of the selected transport pad, and allows the player to change its status. (see Rossh Transport Pad for full details.)

Panel Options:
Activate - Turns the selected transport pad on.
Primary - Makes selected pad the primary pad.

Supporting Art:
icons for options

Motorpool Panel

File Name:

Description:

This panel appears whenever a Motorpool is selected. It shows the current status of the selected Motorpool, including the upgrade level and the number of units being repaired inside. It also allows the player to evacuate any unit before the building is destroyed.

The panel will initially hold up to four vehicles, dividing a number of 'repair points' evenly between all vehicles present. After being upgraded, the building will hold six, and then eight respectively. The upgrade button should be located on this panel, not the research panel.

Panel Options:

Evacuate - Stops the repair of vehicle and makes it leave building.
Upgrade - Expands the building to hold more vehicles, also increases repair points.

Supporting Art:

icons for options
use build icons to show what vehicle is being repaired in which bay.

Airfield Panel

File Name:

Description:

This panel appears whenever a Airfield is selected. It shows the current status of the selected Airfield, including the upgrade level and the number of units being repaired inside. It also allows the player to evacuate any unit before the building is destroyed.

The building will initially hold up to four vehicles, dividing a number of 'repair points' evenly between all vehicles present. After being upgraded, the building will hold six, and then eight respectively. The upgrade button should be located on this panel, not the research panel.

Panel Options:

Evacuate - Stops the repair of vehicle and makes it leave building.
Upgrade - Expands the building to hold more vehicles, also increases repair points.

Supporting Art:

icons for options
use build icons to show what vehicle is being repaired in which bay

UEH and Rossh Panel Icons

Icons used on Barrier Constructor Panel

UEH Wall
UEH Gate
Rossh Barrier
Rossh Gate
Demolish

Icons used on Airfield Panel

Upgrade Building (same as BD + arrow)
(Reuse BD icons for vehicles being repaired)

Icons used on Motorpool Panel

Upgrade Building (same as BD + arrow)
(Reuse BD icons for vehicles being repaired)

Icons used on Rossh Transport Pad Panel

Activate
Primary

Icons Used on Spy Building

Train UEH Saboteur
Upgrade UEH Radar to Satellite
Train Rossh Sniper
Upgrade Rossh Radar to Satellite

Icons used on Research Facility

Small Arms Upgrade to Level 2 (UEH)
Small Arms Upgrade to Level 3 (UEH)
Body Armor Upgrade to Level 2 (UEH)
Body Armor Upgrade to Level 3 (UEH)
Heavy Weapons Upgrade to Level 2 (UEH)
Heavy Weapons Upgrade to Level 3 (UEH)
Heavy Armor Upgrade to Level 2 (UEH)
Heavy Armor Upgrade to Level 3 (UEH)
Upgrade Power Conversion Process to Level 2 (UEH)
Upgrade Power Conversion Process to Level 3 (UEH)
Small Arms Upgrade to Level 2 (Rossh)
Small Arms Upgrade to Level 3 (Rossh)
Body Armor Upgrade to Level 2 (Rossh)
Body Armor Upgrade to Level 3 (Rossh)
Heavy Weapons Upgrade to Level 2 (Rossh)
Heavy Weapons Upgrade to Level 3 (Rossh)
Heavy Armor Upgrade to Level 2 (Rossh)
Heavy Armor Upgrade to Level 3 (Rossh)
Upgrade Power Conversion Process to Level 2 (Rossh)
Upgrade Power Conversion Process to Level 3 (Rossh)

Icons used on UEH Blink Door Panel

- Shocktrooper
- Mounted Trooper
- Air Grenadier
- Infiltrator / Saboteur
- Archaeologist
- Armored Fast Attack Vehicle
- Medium Tank
- Flying Turret
- Reflect Tank
- Pulse Cannon
- 2x Battle Bot
- Light Speeder
- Flying Fortress
- Mobile Medical Unit
- Air Transport
- Nuke Juice Tanker
- Barrier Constructor
- Small Blink Door
- Upgrade to Medium Blink Door
- Upgrade to Large Blink Door
- Biosphere
- Motorpool
- Command Headquarters
- Airfield
- Research
- Spy Building
- Radar Station
- Jamming Array
- Power Distribution Station
- Battery Site
- Cruise Missile Base
- Ground Turret

Icons used on Rossh Blink Door Panel

- Warrior
- Blade Warrior
- Mounted Warrior
- Chameleon / Sniper
- Scientist
- Mobile Anti-Aircraft Gun
- Light Tank
- Destructor
- Hovering Mine Dropper
- Pulse Cannon
- Zap Tank
- Heavy Tank
- Speeder
- Nuke Juice Tanker
- Barrier Constructor
- Small Blink Door
- Upgrade to Medium Blink Door
- Upgrade to Large Blink Door
- Greenhouse
- Motorpool
- Airfield
- Research
- Spy Building
- Pyramid of Healing
- Radar Station
- Jamming Array
- Transport Pad
- Power Distribution Station
- Battery Site
- Lightning Tower
- Turret
- Headquarters

Smoke and Pyrotechnics

Smoke:

There will be three types of smoke used in the game. These are identified as types 1, 2 and 3.

Smoke type 1 will be used to show damage on vehicles, and to enhance the appearance of vehicle wreckage. It will follow the vehicle as it moves, or remain stationary for wreckage. This smoke will appear as wispy columns, easily swayed by wind. This type will be a looping animation of 8 to 12 frames.

Smoke type 2 will be used to depict the damage sustained by structures, and hot areas of the terrain. This type will not have to move, but will be in the same format as type 1 for continuity. This smoke will appear much more full and billowy, perhaps with a steam-like quality. It will sway less than type 1 smoke, and be harder to see through. This type of smoke will be a looping animation of 8 to 12 frames.

Smoke type 3 will be used to show the movement of missiles and to track the crashing of flying units. It should be a non-looping animation of puffs of smoke that dissipate quickly. These puffs will not move, but will be repeated as the vehicle or missile moves along its path.

The specific format of the smoke types will be determined by the game engine based on the hardware capabilities. If the hardware supports alpha channels, the smoke will be translucent. If the hardware does not support alpha channels, the smoke will be solid. In either case the art will remain the same for all versions.

Fire:

There will be 2types of fire in the game, identified as types 1 and 2.

Fire Type 1 will be used to show terrain items that have caught on fire. These items include, but are not limited to trees, wreckage, etc.

Fire Type 2 will be used to show larger items on fire, such as heavily damaged buildings.

Tiny Explosion:

The tiny explosion is used in conjunction with the laser bolts used by all side. It shows just a hint that the target was hit by the weapon. It appears much like a small starburst.

Small Explosion:

The small explosion is a small, fiery blast that quickly dissipates. It is used to show the successful hit of a target by the weaker of the heavy weapons.

Medium Explosion:

The medium explosion appears much like the small explosion, a fiery burst, but lasts slightly longer and is larger in diameter.

Large Explosion:

The large explosion is a combination of the medium explosion and the small explosion. The medium explosion is the core of the effect, with three staggered versions of the small explosion. This gives the appearance of one main blast, with several smaller blasts occurring afterward.

Vehicle Explosion, Ground:

To provide variety, the small explosion will be modified to show mechanical debris flying out of the explosion. The debris must be generic enough so that no particular vehicle can be identified, just random parts.

Vehicle Explosion, Water:

In the event an air vehicle's crash trajectory makes it crash in water, this explosion will show the splashdown, explosion and sinking of the craft. The explosion must be generic enough to use on all vehicles without being able to identify any particular vehicle.

Weapon and Projectile Types

Standard Laser:

Small lines, color-coded according to the color of the units firing them.
Used by:

UEH	Rossh	Alien
Shocktrooper	Warrior	HOODS
Mounted trooper	Mounted trooper	
Air Trooper	Mobile AA Gun	
Spy Unit	Spy unit	

UEH Rail Gun:

Fires a small bullet shaped projectile.
Used by Jeep, Flying Turret, Reflector Tank, Medium Tank, 2xBot, Small Speeder,
File Name: Nexfinal\support\weapons\railgun\rail.bmp

Rossh Blaster:

Larger than the laser bolt and more detail. Fiery ball with tail. Plasma Effect in Programming.
Used by Light Tank, Medium Speeder

UEH Grenade:

Small, spherical device in the UEH style. Dropped from the air by air trooper. Arcs to target, done in programming.
File Name: Nexfinal\support\weapons\grenade\gren.bmp

Rossh Blade Bomb:

Small frisbee-type device that is thrown by grenadier. Animated in art, not rotated in code.

UEH Missiles:

Used by Flying Turret, 2x Bot, Small Speeder

UEH Slicing Beam:

Far-reaching burst of laser energy. Damages target, or anything that comes between shooter and target.
Used by Pulse Cannon, Ground Turret

UEH Bomb

Large bombs dropped from the air by Flying Fortress. Smaller versions of the Cruise Missile.

Rossh Plasma Torpedoes

Fast blazing comets. Different programming effect.
Used by Heavy Tank, Medium Speeder

Rossh Mine

Small pointed bombs that stick into the ground and explode when object is in proximity.
Used by Rossh mine dropper.

Rossh Electricity Type 1

Jagged bolts of electricity that shoot out toward target and zap them. Drawn real time.
Used by Pulse Cannon (demo zappies). Done in programming.

Rossh Electricity Type 2

A smoother version of type one zappies. Done in programming.
Used by Rossh Turret.

Rossh Ball Lightning

A concentrated ball of zappies. Is treated as a ‘tank shell’ in regard to physics. Done in code.
Used by Zap Tank.

Rossh Lightning Storm

A tornadic storm of zappies, done in code, with a plasma ring effect for collateral damage.

Shadows

How shadows are drawn will be determined at runtime by the program. It will depend on the type of hardware the user has installed and whether or not it supports alpha channels.

If the hardware supports alpha, then the shadows will be drawn using an alpha channel image. If not, the image will use a ‘checker board’ pattern to simulate a shadow.

One space on the palette must be reserved for a black that is different from the invisible color zero, and that is not used anywhere else except on shadows.

Miscellaneous Art Concerns

Player Color Changes:

In multi-player mode, where the player is able to choose a specific color, or during campaign player, where a variety of colors are needed to different factions, both units and structures must be rendered so that there 'colors' contain no more than five shades, and that these five shades are consistent in tonal quality

Interface Concerns:

All panels must be in a format that forces them to line up with tile boundaries. This means that they must be of a height and length that can be evenly divisible by 32.

Map Sizes:

The largest map that can be used is 512 x 512 tiles (32 X 32). No map must be this size, but it cannot exceed this size.

Complete Unit and Structure Listing

Units

UEH	Rossh	Alien	Planetary
Shocktrooper	Warrior	HOOD	
Air Grenadier	Blade Warrior	Juggernaut	
Mounted Trooper	Mounted Trooper	Berserk Creature	
Infiltrator	Chameleon	Invisible Unit	
Archaeologist	Scientist		
Light Speeder	Mobile Anti-Aircraft Gun		
Armored Jeep	Light Tank		
Ground Turret	Destructor		
Medium Tank	Medium Speeder		
Flying Turret	Mine Dropper		
Reflector Tank	Zap Tank		
2x Battle Bot	Heavy Tank		
Pulse Cannon	Pulse Cannon		
Flying Fortress	*Large Turret*		
Cruise Missile	Lightning Storm		
Mobile Medical Unit	Build Truck		
Build Truck	Barrier Constructor		
Barrier Constructor	Nuke Juice Tanker		
Transport			
Nuke Juice Tanker			

Structures

UEH	Rossh	Alien	Planetary
Small Blink Door	Small Blink Door	Ruin Site #1	
Medium Blink Door	Medium Blink Door	Ruin Site #2	
Large Blink Door	Large Blink Door		
Biosphere	Greenhouse		
Motorpool	Motorpool		
Headquarters	Headquarters		
Airfield	Airfield		
Research Facility	Research Facility		
Intelligence Building	Intelligence Building		
Radar /Satellite Station	Radar /Satellite Station		
Jamming Array	Jamming Array		
Power Distribution	Power Distribution		
Battery Storage	Battery Storage		
Cruise Missile Base	Lightning Tower		
	Pyramid of Healing		
	Transport Pad		

Miscellaneous

UEH	Rossh	Alien	Planetary
Barrier #1	Barrier #1		
Barrier #2	Barrier #2		
Barrier #3	Barrier #3		
Gate	Gate		

The United Ethnos of Humanity

UEH LOGO:

UEH Mothership: Fearmaker

UEH Shocktrooper

File Name: **Nexfinal\UEH\units\shock\walk001 - ?.bmp** (Walking Frames)
Nexfinal\UEH\units\shock\attk001 - ?.bmp (Attacking Frames)

Description:

The Shocktrooper is the backbone of the army. It is the first unit to enter into combat, and is usually the last to leave. The Shocktrooper wears good armor, and carries a standard issue laser weapon.

The armor and weapons of a Shocktrooper can be upgraded (see "***Upgrading Units***".)

The Shocktrooper can be restored to full health by selecting it, and then clicking on any ***Mobile Medical Unit***. The unit will move to the MMU and disappear inside. After the appropriate amount of time, the unit will reappear and be ready for new orders.

The Shocktrooper has no specific structure support, but must have ***Biosphere*** support before it can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	5
Armour:	0 (1)(2)
Speed:	1
Range of Sight:	2
Weapon Range:	2
Damage:	1-3
Energy Cost:	250
Weapon Ability:	Ground to Ground
Format:	UNIT

Support Art:

Laser Bolt #1 - Unit uses the small, color-coded brush.
Tiny Explosion: used to indicate hit by smaller weapons

UEH Mounted Trooper

File Name:

Description:

The best way to improve on the standard ***Shocktrooper*** is to make it faster and stronger. The Mounted Trooper is this; a Shocktrooper riding a four-wheeled All Terrain Vehicle. This allows the trooper to wear heavier, more protective armor, and with larger laser guns mounted on the ATV itself, to pack a more powerful punch.

Obviously, the ATV gives the unit much better speed and range than the standard Shocktrooper. The only disadvantage is the fact that the ATV is still obstructed by terrain and wreckage.

The mounted trooper can be restored to full health by selecting it and then clicking on any ***Mobile Medical Unit***. The mounted trooper will move to the MMU and disappear inside. After the appropriate amount of time, the unit will reappear, and be ready to take new commands. The mounted trooper cannot be repaired at the ***Motorpool***, as it is not considered a vehicle.

The armor and weapons of the mounted trooper are easily upgradeable, and take advantage of all stages of upgrades (see "***Upgrading Units***".).

There is no specific support structure for the Mounted Trooper, but it must have Biosphere support before it can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	10
Armour:	0 (1)(2)
Speed:	2
Range of Sight:	2
Weapon Range:	2
Damage:	1-3+2
Energy Cost:	500
Weapon Ability:	Ground to Ground
Format:	VEHICLE

Support Art:

Laser Bolt #1 - Color-coded
Tiny Explosion

UEH Air Grenadier

File Name:

Description:

This unit is a modified version of the standard ***Shocktrooper***. The armor this unit wears is lighter, and is fitted with a powerful jet pack. This allows the unit to swoop down upon an enemy and drop a small, thermonuclear grenade, much like a dive bomber. The unit does not carry a standard laser weapon, making it vulnerable to air attacks.

When the grenade hits the ground, it explodes, damaging any unit within a # radius. The damage is strongest at the center of the blast, and lessens as it travels outward.

If the air grenadier is hurt, he can be restored to health at any ***Mobile Medical Unit***; the air grenadier cannot be repaired at the ***Airfield***. To repair an air grenadier, select the unit and click on any Mobile Medical Unit. The air grenadier will move to the MMU and then descend behind the vehicle. When the appropriate amount of time has passed, the unit will take off and be ready for new orders.

The air grenadier has no specific support structure, but must have biosphere support before he can be brought through a blink door.

The specialized armor worn by the air grenadier makes it more difficult to improve, thus no benefit is gained after the first armor upgrade (see "***Upgrading Units***".)

Unit Attributes:

Hit Points:	4
Armour:	0 (0)(1)
Speed:	2
Range of Sight:	2
Weapon Range:	1
Damage:	1-3+3
Energy Cost:	500
Weapon Ability:	Air to Ground
Format:	UNIT

Support Art:

Laser bolt
tiny explosion

UEH Infiltrator / Saboteur

File Name:

Description:

This unit is unique among those available to the player in that, while it can attack as a regular ***Shocktrooper***, the unit has specialized equipment and training that allow it to sneak into an enemy's camp, and spy on enemy strength and movement.

To the owning player, the Infiltrator appears as a slightly different version of the Shocktrooper, but to enemy players, it appears as one of their ***Warriors*** or Shocktroopers. It acts exactly as one of the enemy troops with a few exceptions. A complete description of the functions of these units is covered in part one of the TDR under "***Spy Units***".

The Infiltrator can be upgraded to a Saboteur, giving the unit the ability to damage enemy structures without having the enemy player alerted automatically. To sabotage a structure, select the Infiltrator, and then click on the structure to be sabotaged. The unit will disappear into the structure for a few moments, damage it, and then exit. This action will continue until either the owning player issues a new command, or the enemy player selects the unit and issues a new command.

Before an Infiltrator can be brought through the blink door, an ***Intelligence Building*** must be constructed to support the unit's operations and training, and have ***Biosphere*** support as well.

The armor and weapons of the Infiltrator can be upgraded, acting exactly like the ones used by shocktroopers (see "***Upgrading Units***".)

Note that when the unit is upgraded, the unit's label changes from Infiltrator to Saboteur.

Unit Attributes:

Hit Points:	5
Armour:	0 (1)(2)
Speed:	1
Range of Sight:	2
Weapon Range:	2
Damage:	1-3
Energy Cost:	1000
Weapon Ability:	Ground to Ground
Format:	UNIT

Support Art:

laser bolt
tiny explosion

UEH Archaeologist

File Name:

Description:

While the Archaeologist cannot attack, it is still one of the most important units in the game. It is the archaeologist's ability to study ancient ***Alien Ruins***, and activate any ancient artifacts found within that makes him powerful.

When an alien ruin site is discovered, the archaeologist is selected and then sent to the ruins by clicking on the ruin site. The archaeologist will move to the site, and disappear into it. After a random amount of time, the ruins will collapse, and whatever the archaeologist has discovered will appear adjacent to the site. The archaeologist unit is no longer available and is considered 'lost'. This loss does not appear as a 'kill' on the enemies statistics.

In order for the player to bring an archaeologist through the ***Blink Door***, the player must first build a ***Research Laboratory*** to support the scientific studies, and have ***Biosphere*** support as well.

Unit Attributes:

Hit Points:	4
Armour:	0
Speed:	1
Range of Sight:	1
Weapon Range:	NA
Damage:	NA
Energy Cost:	1200
Weapon Ability:	NA
Format:	UNIT

Support Art:

No support art is needed for this unit.

UEH Armored Fast Attack Vehicle

File Name:

Description:

This vehicle, although the smallest, is still very important tactically. Its ability to shoot twice as fast as any humanoid unit makes it very effective in repelling them. Equipped with the smallest version of the rail gun, it can deliver a stronger punch, while avoiding the targeting problems of the larger versions.

One minor drawback of this vehicle is that it can only shoot forward, thus making it vulnerable to rear attacks.

The armor and weapons of this vehicle can be upgraded (see "***Upgrading Units***".)

This vehicle is supported by the ***Motorpool*** which must be built before it can be brought through a ***Blink Door***. A damaged AFAV can be repaired in the Motorpool by selecting the damaged unit and then clicking on the Motorpool. The unit will move to the Motorpool and disappear inside. After the appropriate amount of time, the unit will reappear and be ready to receive orders.

Unit Attributes:

Hit Points:	20
Armour:	0 (1)(2)
Speed:	4
Range of Sight:	2
Weapon Range:	2
Damage:	1-3+1 (x2)
Energy Cost:	750
Weapon Ability:	Ground to Ground
Format:	VEHICLE

Support Art:

rail gun shells
small explosion

UEH Medium Tank

File Name:

Description:

The tank is a medium sized vehicle that is well armored, well gunned and fairly fast. The mainstay of the UEH ground forces, the tank uses a high powered rail gun which shoots an energy charged shell. The thick armor of this vehicle makes it virtually unstoppable to all but the most powerful enemy vehicles.

The armor and weapons of the tank can be upgraded (see "***Upgrading Units***".)

The tank's rail gun is mounted on a turret that can rotate a full 360*, making the job of sneaking up on this vehicle extremely difficult. Since the turret and body move independently of one another, the tank can shoot enemy targets while advancing or retreating.

Any damage sustained by the tank can be repaired at the ***Motorpool***. To repair a tank, select the vehicle and click on the Motorpool. The unit will move to the Motorpool and disappear inside. After the appropriate amount of time, the tank will reappear, ready to follow new orders.

The tank is supported by the Motorpool, thus a Motorpool must be built before this vehicle can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	45
Armour:	2 (3)(4)
Speed:	2.5
Range of Sight:	3
Weapon Range:	3
Damage:	1-6+8
Energy Cost:	1400
Weapon Ability:	Ground to Ground
Body Format:	VEHICLE
Turret Format:	VEHICLE

Support Art:

Rail gun shell
medium explosion

UEH Flying Turret

File Name:

Description:

The UEH developed this vehicle to support both air and ground units. Its mobility and strength can be crucial in air to air combat, supporting the lighter ***Speeders***, and in ground offensives by supporting the ***Tanks***.

The flying turret is an unmanned craft, controlled from a distant point by highly skilled virtual pilots. This gives the vehicle a third type of support, as decoy allowing overpowered speeder units to escape. The flying turret's armament of rail guns and small missiles can pack a wallop, especially in groups.

The flying turret's armor and weapons can be upgraded (see "***Upgrading Units***".)

If the flying turret sustains damage, it can be repaired at any Airfield. To repair a flying turret, select it and then click on an airfield. The vehicle will move to the airfield, and disappear into the hangar. After the appropriate amount of time, the vehicle will reappear, fully restored and read for action.

The flying turret requires adequate Biosphere support, as well as an Airfield before flying turrets can be brought through a Blink Door.

Unit Attributes:

Hit Points:	15
Armour:	0
Speed:	2
Range of Sight:	4
Weapon Range:	3
Crash Damage:	15
Damage:	1-6+6 / 1-6+4
Energy Cost:	1200
Weapon Ability:	Air to Ground / Air to Air
Format:	VEHICLE

Support Art:

rail gun shell for air to air combat
missiles for air to ground combat

UEH Reflector Tank

File Name:

Description:

One of the most unusual vehicles in the UEH arsenal is the Reflector Tank. Made with armor similar to a normal tank, the reflector tank is covered with a special composite material that has the ability to reflect any laser bolt directly back at the attacker. This makes the reflector a very deadly weapon against humanoid ground forces, as they cannot shoot the tank without damaging themselves. The reflective qualities of the vehicle also make it somewhat immune to electrical attacks, cutting the damage normally taken in half. The reflector tank takes damage from all other weapons normally.

The reflector tank also is equipped with a rail gun similar to the one mounted on the ***Armored Fast Attack Vehicle***, giving the ability to quickly eliminate smaller units. However, the rail gun is not mounted on a turret, making it vulnerable to rear attacks.

The armor and weapons of the reflector tank can be upgraded, although the amount of damage reflected back at an opponent remains the same. (see "***Upgrading Units***.")

If the reflector tank takes damage, it can be repaired at any ***Motorpool***. To repair a reflect tank, select it and then click on a Motorpool. The vehicle will move toward the Motorpool and disappear inside. Once the appropriate amount of time has passed, the vehicle will exit the structure fully restored and ready for battle.

The reflector tank requires adequate ***Biosphere*** support and the support of a Motorpool. A Motorpool must be built before any of these vehicle can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	40
Armour:	1 (2) (3)
Speed:	3
Range of Sight:	3
Weapon Range:	2
Damage:	1-6+8
Energy Cost:	1500
Weapon Ability:	Ground to Ground
Format:	VEHICLE

Support Art:

laser bolt - color coded for side
tiny explosion
rail gun shell
medium explosion

UEH Pulse Cannon

File Name:

Description:

Although expensive to build and maintain, the Pulse Cannon is unquestionably the ultimate UEH weapon. Using the newly developed slicing beam, a highly charged stream of light, nothing can long stand an attack from this vehicle.

The vehicle charges itself by gathering energy from the air, giving it the ability to fire an unlimited number of times. The nature of the slicing beam, however, makes it impossible to shoot at anything at close range. The long charging time also makes the vehicle vulnerable between shots.

Because of the pulse cannon's massive size, it can only sport light armor, and it moves along very slowly. The armor of this vehicle can be upgraded, but the weapons cannot. (see "***Upgrading Units.***")

The slicing beam hardware is mounted on a turret, so it can be fired in a 360* radius. To fire the weapon, select the pulse cannon and then click on the intended target. The beam will fire continuously until the stored charge runs out, the target is destroyed, or the target moves out of range. Any unused energy remains in storage.

If the pulse cannon becomes damaged during battle, it can be repaired at the ***Motorpool***. To repair the pulse cannon, select it and then click on the Motorpool. The vehicle will move to the Motorpool and disappear inside. After the appropriate amount of time, the vehicle will reappear. Note that the charging process stops during the repair process, and any stored energy is lost.

The pulse cannon requires the support of the Motorpool, as well as adequate ***Biosphere*** support. There must be a Motorpool present before a pulse cannon can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	20
Armour:	0 (1)(2)
Speed:	2
Range of Sight:	5
Weapon Range:	5
Damage:	10-40
Energy Cost:	2500
Weapon Ability:	Ground to Ground
Body Format:	VEHICLE
Turret Format:	VEHICLE

Support Art:

slicing beam weapon.
Small explosion
Turret

UEH 2 Legged Battle Robot

File Name:

Description:

An earlier experiment in robotics by the UEH ended with development of the 2x Battle Bot. While the only vehicle of this type in the UEH arsenal, it remains so because of one simple fact: it works and it works well. Its unique combination of armor, weapons and mobility, has allowed it to outlast many other vehicles.

Gyroscopically balanced, it can maneuver where other vehicles dare not, and it can move surprisingly fast for its bulk. The head of the bot can rotate 90* in either direction from its from center, making it versatile but vulnerable to rear attacks.

It carries two rail guns for ground attacks, and a compliment of missiles for attacking airborne units. These weapons, as well as the bot's armor, can be upgraded (see "***Upgrading Units***".)

The 2x Battle Bot can be repaired at the ***Motorpool*** by selecting it and then clicking on the Motorpool. The bot will move to the Motorpool and disappear inside. After the appropriate amount of time, the bot will reappear fully restored and ready for new orders.

The 2x Battle Bot requires the support of a Motorpool, and the adequate support of a ***Biosphere*** before it can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	40
Armour:	2 (3)(4)
Speed:	3
Range of Sight:	4
Weapon Range:	4
Damage:	1-6+4 (x2)
Energy Cost:	2000
Weapon Ability:	Ground to Ground / Ground to Air
Body Format:	UNIT
Head Format:	VEHICLE

Support Art:

rail gun shell
medium explosion
missiles

UEH Small Speeder

File Name:

Description:

The greatest strength the UEH has in its military operations is air superiority. The vehicle that makes this so is the Speeder; light quick and highly maneuverable, it clears the airways for the heavy bombers.

The speeder is protected with lightweight armor, has two rail guns mounted in its nose for dogfighting and carries a compliment of missiles for ground attacks. The armor and weapons can be upgraded (see "***Upgrading Units***".)

If the speeder is damaged, it can repaired at any airfield. To repair the speeder, select it and the click on the airfield. The speeder will move to the airfield and disappear into the hangar. After the appropriate time has passed, the speeder will take off and be ready to accept new commands.

The speeder requires the support of an ***Airfield***, and the adequate support of a ***Biosphere***. An airfield must be present before a speeder can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	20
Armour:	0 (1)(2)
Speed:	5
Range of Sight:	5
Weapon Range:	5
Damage:	1-3+4(x2)
Crash Damage:	20
Energy Cost:	1500
Weapon Ability:	Air to Ground / Air to Air
Format:	VEHICLE

Support Art:

rail gun shells
small explosions
missiles

UEH Flying Fortress

File Name:

Description:

In keeping with its philosophy of air superiority, the UEH developed a relatively fast bomber dubbed the Flying Fortress. Its payload of bombs can devastate an area in a matter of seconds. This power, however, is not without cost, as the flying fortress has no other weapons, and thus is defenseless against other aircraft.

The bomber has specialized bays that increase accuracy but can only hold a small amount of bombs at the ready. This means that the bays must be reloaded often, and no bombs can be dropped during this reload period. Once a target has been selected, the bomber moves within range and begins to drop its bombs in a pattern designed to destroy the target, even if ti is moving. This has the added effect of delivering collateral damage to any unit close to the intended target.

The bomber must be able to overtake, or at least keep up with the targeted vehicle, thus it is ineffective against faster vehicles. It is, however, most effective against structures, as they cannot move.

The bomber is well armored, but carries only its bombs. The armor can be upgraded, but the bombs cannot (see "***Upgrading Units***".)

If the flying fortress is damaged during battle, it can be repaired at an ***Airfield***. To repair the flying fortress, select it and then click on the airfield. The vehicle will move to the airfield and then disappear into the hangar. After the appropriate amount of time, the fortress will reappear, repaired and ready for action.

The flying fortress requires the support of an airfield, and one must be present before the flying fortress can be brought through a ***Blink Door***. The adequate support of a ***Biosphere*** is also required.

Unit Attributes:

Hit Points:	50
Armour:	2 (3)(4)
Speed:	3
Range of Sight:	5
Weapon Range:	4
Damage:	1-10+5
Crash Damage:	30
Energy Cost:	2500
Weapon Ability:	Air to Ground
Format:	VEHICLE

Support Art:

bombs
medium explosion

UEH Mobile Medical Unit

File Name:

Description:

The mobile medical unit is a self-contained hospital that travels with troops to the battle front. This gives the troops the best chance for survival as they do not have to be brought back to the rear for treatment.

The MMU does not have any weapons, but it does have some armor, which can be upgraded (see "***Upgrading Units***".)

If the MMU becomes damaged during a battle, it can be repaired at the ***Motorpool***. To repair the MMU, select it and then click on the Motorpool. The MMU will move to the structure and disappear into it. After the appropriate amount of time, the MMU will reappear, ready to help troopers at the front once again.

If the MMU is destroyed while treating a patient, the patient is also lost. This loss counts towards the enemy's statistics.

The MMU requires the support of the Motorpool, and one must be present before a MMU can be brought through a ***Blink Door***. The adequate support of a ***Biosphere*** is also required.

Unit Attributes:

Hit Points:	20
Armour:	0 (1) (2)
Speed:	4
Range of Sight:	2
Weapon Range:	NA
Damage:	NA
Energy Cost:	1600
Weapon Ability:	NA
Format:	VEHICLE

Support Art:

door opening sequence

UEH Air Transport

File Name:

Description:

The Air Transport is the standard means of quickly moving troops and vehicles from one location to another. It has a set capacity and can carry a number of troops and vehicles less than or equal to that capacity. For example, a standard shocktrooper has a capacity number of one, so the transport can carry up to ten troopers, while a build truck has a capacity number of ten, so it can carry one build truck. An Air transport cannot carry another air transport.

The air transport is vulnerable to different attacks depending on its status. If the transport is in the air, it is vulnerable to air to air and ground to air attacks. If it is on the ground, it is vulnerable to ground to ground and air to ground attacks. If a transport is destroyed, any unit it is carrying is also destroyed.

To transport a unit using the air transport, select the desired units and click on the transport. The units will move to the transport, and disappear as they enter the vehicle. Whenever a transport lands, the doors will automatically open, remaining open until it is ordered to a new location. The doors will then close, the vehicle will take off, and when it reaches its destination will land and open its doors.

The air transport is protected by armor and benefits from armor upgrades (see "***Upgrading Units***".)

If the air transport is damaged, it can be repaired at the ***Airfield***. To repair an air transport, select it and click on the airfield. The transport will move to the airfield and disappear into the hangar. After the appropriate amount of time has passed, the vehicle will emerge ready for new commands.

The air transport must have adequate support from a ***Biosphere***, as well as support from an ***Airfield*** before it can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	30
Armour:	1 (2) (3)
Speed:	2
Range of Sight:	4
Weapon Range:	NA
Damage:	NA
Crash Damage:	35
Energy Cost:	2000
Weapon Ability:	NA
Format:	VEHICLE

Support Art:

door opening sequence.

UEH Building Truck

File Name:

Description:

The build truck is a special type of cargo vessel that can build predefined structures at a moments notice. It is prepared on the mothership and then sent through a Blink Door to its destination. Once there it can be held for an indefinite period of time, and when needed, moved to any location desired. Once activated, the build truck is shrouded and millions of nano-constructors move into action. They take the material stored on the build truck, and reassemble it on a molecular level into the desired structure. They even use the build truck itself so that no material is wasted. Once their task is complete, the nanoconstructors are programmed to remain dormant until needed for repairs (see "***Repairing Structures***"), leaving a ready to use building.

Once a build truck is prepared, it can only construct the specific structure it was programmed to. This is due to the highly complex nature of the nano-programming and the unique combination of materials needed for each type of structure.

The energy cost of a build truck is dependent on the structure it is carrying. Size is not the only factor, but the material composition as well. Thus a larger structure may require less energy to travel through a Blink Door than a smaller one composed of different materials.

The build truck is not armored, and thus does not benefit from armor upgrades. (see "***Upgrading Units***".)

If during the course of traveling to its destination, the build truck its damaged, it can be repaired at the Motorpool. To repair a build truck, select it and click on the Motorpool. The build truck will move to the structure and disappear inside. After the appropriate amount of time has passed, the build truck will emerge, ready for commands. It should be noted that any damaged sustained by the build truck will be carried over point for point when the structure is constructed.

The build truck does not require the support of any specific structure, and does not count towards the Biosphere support totals.

Unit Attributes:

Hit Points:	(as structure)
Armour:	0
Speed:	1
Range of Sight:	1
Weapon Range:	NA
Damage:	NA
Energy Cost:	Special
Weapon Ability:	NA
Format:	VEHICLE

Support Art:

Opening and shrouding sequence.

Each size building has a separate shroud overlay. They completely cover the area (64, 96, 128) building brush is placed underneath, then overlay goes away leaving building.

UEH Nuke Juice Tanker

File Name:

Description:

The Nuke Juice Tanker is the most important vehicle of the game. Without it, there is no way to power equipment and structures, including ***Blink Doors***. One tanker is included with the ***Power Distribution Station***, and more can be brought over from the mothership as needed.

The nuke juice tanker is automated for safety reasons; the volatile and unpredictable nature of nuke juice is extremely hazardous. On board computers are programmed to detect the presence of nuke juice puddles, and to home in on them. Once they have found a puddle, they will hover over it and lower their pumping tubes. They will extract the nuke juice from the puddle until the tanker is full, or the puddle is depleted. In the later case, the tanker will seek out a new puddle to pump (***DO CASE PUDDLE_JUICE=0; FRESH_PUDDLE_HUNT;END CASE***). If the tanker is full, it will return to the nearest power distribution station to unload its juice, and then return to the puddle to continue pumping. The tanker can hold enough juice to convert to maximum of 1000 energy points, not including any upgrades to the power conversion process (see "***Upgrading Units***".) It pumps the juice at a rate of 100 points every 2 seconds, and unloads the juice at the same rate.

The walls of the nuke juice tanker are, out of necessity, heavily lined and shielded. This specialized shielding prevents the application of standard armor. This means the tanker does not benefit from armor upgrades (see "***Upgrading Units***".)

If the tanker becomes damaged in the course of performing its job, it can be repaired to the Motorpool. To repair the tanker, select it and then click on the Motorpool. The tanker will move to the structure and disappear inside. Once the appropriate amount of time has passed, the tanker will emerge and proceed to seek out the nearest puddle of nuke juice. Note that any nuke juice stored in its tank before the repair process will be lost during repairs (the tanker emerges empty.)

The nuke juice tanker requires the adequate support of a ***Biosphere***, and *a Power Distribution Station*. Additional tankers require the support of a ***Motorpool*** before they can be transported through a ***Blink Door***.

Unit Attributes:

Hit Points:	100
Armour:	0
Speed:	2
Range of Sight:	2
Weapon Range:	NA
Damage:	NA
Energy Cost:	2000
Weapon Ability:	NA
Format:	VEHICLE

Support Art:

Sequence for dropping tubes into nuke juice puddle or Power Distribution tank.
Frames for tank filling with juice, or emptying juice.

UEH Barrier Constructor

File Name:

Description:

This vehicle is used to construct barriers of various strengths, as well as gates. When selected, a panel pops up that allows the player to select what the truck will build and where using the standard build grid. To cancel, select the truck and right click on the appropriate icon. Each truck can build only one item at a time, but multiple trucks can operate independently. The energy cost is for the vehicle itself, and each item constructed will require an additional energy outlay.

The barrier constructor is not protected by standard armor since it is not designed to be used at the battle front. Therefore, it does not benefit from armor upgrades (see "***Upgrading Units***".)

If the barrier constructor is damaged, it can be repaired at the ***Motorpool***. To repair the barrier constructor, select it and click on the Motorpool. The vehicle will move to the structure and disappear inside. After the appropriate amount of time, the vehicle will emerge and be ready to follow new orders.

The barrier constructor requires not only adequate ***Biosphere*** support, but the support of a ***Command Headquarters*** and a ***Motorpool*** before it can be brought through a ***Blink Door***.

More information on ***Barriers*** and ***Gates*** can be found under each respective heading.

Unit Attributes:

Hit Points:	20
Armour:	0
Speed:	1
Range of Sight:	1
Weapon Range:	NA
Damage:	NA
Energy Cost:	250
Weapon Ability:	NA
Format:	VEHICLE

Support Art:

Sequence for building barriers and gates. Stops and chugs away.

UEH Cruise Missile

File Name:

Description:

The Cruise Missile is not a true vehicle, and can only be produced by the Cruise Missile Base. When ready, the Cruise Missile sits atop the base, waiting to be targeted and launched.

The missile cannot be destroyed on its own, but is destroyed along with it base. Once the missile has been launched, nothing can stop it. See ***UEH Cruise Missile Base*** for more information.

Unit Attributes:

Hit Points:	NA
Armour:	NA
Speed:	5
Range of Sight:	1
Weapon Range:	NA
Damage:	300 points
Energy Cost:	NA
Weapon Ability:	NA
Format:	VEHICLE

Support Art:

UEH Blink Door

File Name:

Description:

The blink door is the standard means of transporting troops and equipment from the large motherships to planet surfaces. Blink doors are rated in terms of the amount of power they can generate, and thus the general size of the objects they can transport. Many variables contribute to the amount of power needed to transport an object, the most important being material composition and size. Blink doors are categorized as being **Small**, **Medium** and **Large**, and there is no difference in how each size operates.

Blink doors store a small amount of energy in capacitors, which allows them to operate at least once without the aid of a ***Power Distribution Station***. They are the lowest rung in the energy storage ladder (see "***Energy Storage Hierarchy***".)

The blink door physically consists of the transport pad itself, and between one and three power units. Each power unit has a capacitor storage of # energy units. The small blink door has one power unit, the medium has two, and the large, three.

When a blink door is first built, it is always a small blink door. Then, each individual blink door can be upgraded to a medium or a large classification by upgrading (see "***Upgrading Structures***".) The art for upgrading consists of three power unit brushes that are overlaid on the main pad. Brush two is used on the small door, brushes one and three on the medium door, and all three on the large door.

The procedure for bringing an object through the blink door can be found under "***Bringing a Unit Through a Blink Door***." Two or more blink doors of various sizes can be in operation at the same time. All objects available at one blink door site, may not be available at all sites as size constraints are still adhered to.

If a unit is on the blink door pad when another unit is transporting, the first unit will attempt to move off the pad when the final power-up sequence starts. If it cannot leave the pad in time, or is trapped, it will be destroyed as the incoming unit arrives.

If the blink door is damaged during the course of the game, it can be repaired using the rules found under "***Repairing Structures***".

In order to upgrade to a ***Medium Blink Door***, a ***Power Distribution Station***, and a ***Command Headquarters*** must be present.

In order to upgrade to a large blink door a ***Power Distribution Station***, a ***Command Headquarters*** and a ***Research Facility*** must be present.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

See also: **Blink Door Panel**, **Icons**

Attributes:	**Small**	**Medium**	**Large**
Hit Points:	300	400	500
Range of Sight:	3	4	5
Cost:	3000	4000 (1000)	5000 (2000)
Format:	BLDG	BLDG	BLDG
Size:	Medium	Medium	Medium

Supporting Art:

Energy power-up used as item is preparing to transport. Maybe 10 time units before actual transport.

Energy Burst is used to hide the appearance of vehicles or units. When the burst is at full spread, the brush is placed under burst, then burst dissipates.

Timer uses standard countdown font.

UEH Biosphere

File Name:

Description:

The biosphere is the basic support structure for all troops and vehicles. For every 15 troops or vehicles stationed on the planet, there must be one biosphere. There are exceptions to this rule, and these can be found in the individual unit descriptions. Generally, build trucks and alien artifacts are not counted toward the biosphere constraints.

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

See also: **Biosphere Panel**

Attributes:

Hit Points:	150
Range of Sight:	2
Cost:	1500
Format:	BLDG
Size:	Medium
Blink Door Size:	Small

Supporting Art:

This structure has no extra animations

See biosphere panel for additional information

UEH Motorpool

File Name:

Description:

.The Motorpool is the standard support structure for all mechanized units, with the exception of the Mounted Trooper, and the Air Grenadier. It is here that all ground-based vehicles are sent to be repaired (see "***Repairing Units***".)

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	200
Range of Sight:	3
Cost:	2000
Format:	BLDG
Size:	Medium
Blink Door Size:	Small

Supporting Art:

Garage door opening / closing sequence.

Lights in windows when repairing?

UEH Command Headquarters

File Name:

Description:

This structure is the focal point of all UEH activity in the area. It is responsible for the defense of the main base, as well as the coordination of basic intelligence. After the construction of the command headquarters, the Barrier Constructor, Radar Station and Ground Turret are able to transport through the Blink Door.

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

See also: **Headquarters Panel**

Attributes:

Hit Points:	250
Range of Sight:	3
Cost:	2500
Format:	BLDG
Size:	Medium
Blink Door Size:	Small

Supporting Art:

No extra animations are required.

UEH Airfield

File Name:

Description:

This group of structures is responsible for coordinating air defenses and attacks. Once an airfield is built, air vehicles can be transported through the Blink Door. Note that Air Grenadiers are not supported by this structure, and cannot be repaired here.

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	200
Range of Sight:	5
Cost:	2000
Format:	BLDG
Size:	Large
Blink Door Size:	Medium

Supporting Art:

Hangar doors opening.

Radar dish turning.

Runway lights cycling.

UEH Research Facility

File Name:

Description:

The research facility is important for two reasons; one is it makes available Archaeologists who can research Alien Ruin Sites. The second is its ability to research and upgrade the armor and weapons used by many troops and vehicles, as well as improve the energy yield of the nuke juice refining process.

More information on upgrading can be found under "***Upgrading Units***."

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

See also: **Research Panel**, **Icons**

Attributes:

Hit Points:	225
Range of Sight:	3
Cost:	2250
Format:	BLDG
Size:	Medium
Blink Door Size:	Medium

Supporting Art:

Sat dish rotating.

Weather vane rotating.

Lights in windows when researching.

UEH Intelligence Building

File Name:

Description:

This structure is the support for Infiltrators, as well the training center for Saboteurs. Once an Intelligence building is constructed, any existing radar station can be upgraded to a satellite station (see "***Upgrading Structures***.")

This structure requires the presence of a ***Command Headquarters*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	200
Range of Sight:	3
Cost:	2000
Format:	BLDG
Size:	Medium
Blink Door Size:	Medium

Supporting Art:

UEH Radar and Satellite Station

File Name:

Description:

Radar stations are the tool used to keep large areas of the battle area under observation. When a radar station is built, a radius of the map is continuously revealed. All or some of this area can be cloaked by enemy Jamming Arrays.

The Radar Station requires the presence of a ***Command Headquarters*** before it can be brought through a blink door.

Radar stations can be upgraded to Satellite Stations after the construction of an Intelligence Building (see "***Upgrading Structures***".)

Satellite Stations are more powerful versions of radar stations. Instead of revealing a portion of the battle area, the entire area is revealed. Areas cloaked by enemy Jamming Arrays remain cloaked.

Damage to a radar or satellite station does not affect its ability to reveal terrain.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:	**Radar Station**	**Satellite Station**
Hit Points:	90	120
Range of Sight:	10	N/A
Cost:	900	1200
Base Format:	BLDG	BLDG
Radar/Sat Dish Format:	Overlay Animation	Overlay Animation
Size:	Medium	Medium
Blink Door Size:	Small	N/A

Supporting Art:

When damaged the dishes can be slowed down to simulate damage. Uses same art.

UEH Jamming Array

File Name:

Description:

The main purpose of the Jamming Array is to hide the strength and movement of troops, vehicles and structures from the enemy's prying eyes. When a jamming array is built, it conceals a radius of the battle area. This will not hide the fact that a jamming array is in use, but it will save any unit or structure so concealed from orbital targeting (see ***UEH Cruise Missile Site***, ***Rossh Lightning Tower***, ***Alien Artifact: Orbital Death Ray***.)

Damage to the Jamming Array does not affect its ability to cloak an area.

This structure requires the presence of an ***Intelligence Building*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	90
Range of Sight:	8 (same as jamming range)
Cost:	900
Format:	BLDG
Size:	Small
Blink Door Size:	Medium

Supporting Art:

Animation of jammer apparatus operating.

UEH Power Distribution Station

File Name:

Description:

The Power Distribution Station is the key to any UEH base. It is here that Nuke Juice Tankers return their cargo of the liquid for processing. When the tanker has emptied its load, the Power Distribution Station converts the liquid into energy, which in turn is stored for use in the Blink Doors.

When first erected, the Power Distribution Station comes equipped with one Nuke Juice Tanker. Additional tankers may be brought into service without the need for additional Power Stations. For more information see "***Resource Operation***."

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	350
Range of Sight:	4
Cost:	2500
Format:	BLDG
Size:	Medium
Blink Door Size:	Small

Supporting Art:

Animation of plant processing juice.
Frames for full to empty.

UEH Battery Storage Site

File Name:

Description:

This structure is where excess energy can be stored for later use. These sites are last in the power hierarchy. Each site can store up to 1000 energy units. Once a site is full, excess energy will 'spill over' to the next site, or be lost. Energy is moved to a blink door when the door is not full. See "***Power Hierarchy***" for more information.

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	120
Range of Sight:	2
Cost:	1200
Format:	BLDG
Size:	Small
Blink Door Size:	Small

Supporting Art:

Rails on structure light according to amount stored at site.

UEH Cruise Missile Base

File Name:

Description:

This structure is the ultimate destructive power of the UEH. It prepares and fires a High yield cruise missile that can travel anywhere on the battlefield. When the missile is ready, click on silo, and then indicate target. Note that areas concealed by jamming arrays are not valid targets.

Once a cruise missile has been targeted and launched, nothing can stop it. If a jamming array is erected before the cruise missile hits, it will not stop the missile, confuse it, etc.

In order to bring this structure through a blink door, a ***Large Blink Door***, a ***Power Distribution Station***, a ***Command Headquarters***, a ***Satellite Station*** and a ***Research Facility*** must be present.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	250
Range of Sight:	5
Cost:	2500
Format:	BLDG
Size:	Large
Blink Door Size:	Large

Supporting Art:

Missile being produced.
Missile locking and loading.

Missile is a separate animation once it is ready.

UEH Barriers

File Name:

Description:

In order to protect UEH bases from ground assaults, specialized barriers were developed. These walls can resist bombardment for a short time, giving UEH troops a change to scramble and defend. Walls can only be built by a Barrier Constructor, and cannot be repaired. Sections of destroyed walls can be replaced.

The construction of walls requires the initial presence of a Command Headquarters, after which only the presence of a Barrier Constructor.

Attributes:

Hit Points:	70
Range of Sight:	1
Cost:	100 per section
Format:	Tile
Size:	Small

Supporting Art:

No additional art is needed.

UEH Turret

File Name:

Description:

This structure is the UEH's main stationary defensive weapon. It is technically a structure, but it follows all the rule of engagement as if it were a vehicle. It can be repaired as any other structure.

It fires a standard rail gun, and benefits from any weapon upgrades. The turret, however, does not have standard armor and does not benefit from armor upgrades.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	60
Range of Sight:	3
Weapon Range:	3
Damage:	1-6+4
Cost:	600
Base Format:	BLDG
Turret Format:	VEHICLE
Size:	Small
Blink Door Size:	Small

Supporting Art:

Rail guns shell
small explosions as hits

UEH Gate

File Name:

Description:

The gate is an easy access route for friendly troops to enter and egress from a base. The gate automatically opens to allow friendly passage. Enemy troops must destroy the gate to pass.

The gate must be built allow an adjoining wall. It does not replace a section of wall, so the area must be clear in order to build it. There can be more than one gate operating concurrently.

Destroying a gate allows free access into and out of the base.

Attributes:

Hit Points:	60
Range of Sight:	2
Cost:	250
Format:	BLDG
Size:	Medium

Supporting Art:

Animation of gates opening and closing.

UEH Overlay Animations

Transport lands and opens doors.
Mobile Medical Unit opens doors.
Unfolding sequence for Build Truck.
Small build overlay for Build Truck constructing small structures.
Medium build overlay for Build Truck constructing medium structures.
Large build overlay for Build Truck constructing large structures.
Juice tanker stops and drops its pumps into juice puddle / Power Plant
Juice tanker as it fills or empties.
Fence Truck stops and makes barrier.

Blink Door power surge cycle
Blink Door Energy Burst.
Motorpool door opens.
Airfield hangar doors open.
Airfield Tower dish rotates.
Airfield strip lights cycle.
Research Facility sat dish rotates.
Research Facility weather vane rotates.
Research Facility windows flash when researching.
Radar Station dish rotates.
Satellite Station dish rotates.
Jamming Array movement.
Power Distribution Station processes nuke juice.
Power Distribution Station filling / emptying
Battery Storage Site rails lighting to show charge.
Cruise Missile Base missile locking and loading.
Cruise Missile Base producing missile.
Gates opening and closing.

The Rossh

Reptilian race… very ornate, long thin spires

Mothership

Rossh Warrior

File Name:

Description:

A Rossh Warrior is one of the most fiercest opponents known. It is the first unit to enter into combat, and is usually the last to leave. The Warrior wears good armor, and carries a standard issue laser weapon.

The armor and weapons of a Warrior can be upgraded (see "***Upgrading Units***".)

The Shocktrooper can be restored to full health by selecting it, and then clicking on any ***Pyramid of Healing***. The unit will move to the structure and stand inside. The healing beam surrounds the Warrior and, after the appropriate amount of time, the unit will exit the structure, ready for new orders.

The Warrior has no specific structure support, but must have ***Greenhouse*** support before it can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	5
Armour:	0 (1)(2)
Speed:	1
Range of Sight:	2
Weapon Range:	2
Damage:	1-3
Energy Cost:	250
Weapon Ability:	Ground to Ground
Format:	UNIT

Support Art:

laser bolt 1
tiny explosion

Rossh Blade Warrior

File Name:

Description:

The Blade Warrior is a slightly different version of the standard Warrior. They are just as feared, if not more so because of their weapon, an explosive weapon known as 'Blades.' These blades are deadly accurate, and can even strike airborne vehicles and troops.

This unit is a modified version of the standard ***Shocktrooper***. The armor this unit wears is lighter, and is fitted with a powerful jet pack. This allows the unit to swoop down upon an enemy and drop a small, thermonuclear grenade, much like a dive bomber. The unit does not carry a standard laser weapon, making it vulnerable to air attacks.

When the grenade hits the ground, it explodes, damaging any unit within a # radius. The damage is strongest at the center of the blast, and lessens as it travels outward.

If the air grenadier is hurt, he can be restored to health at any ***Mobile Medical Unit***; the air grenadier cannot be repaired at the ***Airfield***. To repair an air grenadier, select the unit and click on any Mobile Medical Unit. The air grenadier will move to the MMU and then descend behind the vehicle. When the appropriate amount of time has passed, the unit will take off and be ready for new orders.

The air grenadier has no specific support structure, but must have biosphere support before he can be brought through a blink door.

The specialized armor worn by the air grenadier makes it more difficult to improve, thus no benefit is gained after the first armor upgrade (see "***Upgrading Units***".)

Unit Attributes:

Hit Points:	6
Armour:	0 (1) (2)
Speed:	1
Range of Sight:	2
Weapon Range:	1
Damage:	1-3+3
Energy Cost:	300
Weapon Ability:	Ground to Ground
Format:	UNIT

Support Art:

Egg grenade
Small explosion

Rossh Mounted Warrior

File Name:

Description:

The Rossh Mounted Trooper is quicker and more powerful than the standard Warrior. Riding their sleek hovercycles, these warriors can appear seemingly out of nowhere, wreak havoc and disappear as quickly as they came.

Obviously, the hovercycle gives the unit much better speed and range than the standard Warrior. The Rossh hovercycle is not obstructed by wreckage, or low terrain features. They are still obstructed by major terrain features such as cliffs, trees, etc..

The mounted trooper can be restored to full health by selecting it and then clicking on any ***Pyramid of Healing***. The mounted trooper will move to the structure and move inside. The healing beam engulfs the unit and after the appropriate amount of time, the unit will exit the structure, ready to take new commands. The mounted trooper cannot be repaired at the ***Motorpool***, as it is not considered a vehicle.

The armor and weapons of the mounted trooper are easily upgradeable, and take advantage of all stages of upgrades (see "***Upgrading Units***".).

There is no specific support structure for the Mounted Trooper, but it must have adequate ***Greenhouse*** support before it can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	10
Armour:	0 (1) (2)
Speed:	2
Range of Sight:	2
Weapon Range:	2
Damage:	1-3+2
Energy Cost:	500
Weapon Ability:	Ground to Ground
Format:	VEHICLE

Support Art:

laser bolt 1 - color coded
tiny explosion

Rossh Chameleon / Sniper

File Name:

Description:

The most dangerous enemy is the one who cannot be seen. This makes the ***Chameleon*** a very dangerous opponent. An expert in camouflage, the Chameleon is indistinguishable from any other rock or tree in the landscape.

As stated, the Chameleon appears as a rock or tree, dependent upon the tile set in use. To the owning player, the unit appears as a regular unit, but to any enemy unit, it appears as a landscape feature. The unit attacks as a regular ***Warrior***, except the rock or tree appears to be firing laser bolts. This makes the unit easy to detect and eliminate, as it can be targeted. When on the move, the rock or tree will seem to be moving on its own… a very strange sight indeed!

The Chameleon can be upgraded to a ***Sniper***. This makes the unit even more deadly. When in sniper mode, the unit can kill any humanoid opponent with one shot. Also, the laser bolt fired is not visible, so the sniper's location is hard to find. Attacking is handled exactly is with regular units.

When in Chameleon or Sniper mode, the unit's attack does normal damage on vehicles or structures. The unit does benefit from both armor and weapon upgrades (see "***Upgrading Units***".)

Before a Chameleon can be brought through a ***Blink Door***, it must the adequate support of a ***Greenhouse***, as well as the support of a ***Spy Building***.

Note that when the Chameleon is upgraded to a Sniper, the unit's label changes to reflect its new title.

More information on the functions of this unit can be found under "***Spy Units***."

Unit Attributes:

Hit Points:	5
Armour:	0 (1) (2)
Speed:	1
Range of Sight:	3 (4)
Weapon Range:	3 (4)
Damage:	1-3 (Auto Kill)
Energy Cost:	1000
Weapon Ability:	Ground to Ground
Format:	VEHICLE

Support Art:

Laser bolt 1
tiny explosion

Rossh Scientist

File Name:

Description:

While the Scientist cannot attack, it is still one of the most important units in the game. It is the unit's ability to study ancient ***Alien Ruins***, and activate any ancient artifacts found within which makes him powerful.

When an alien ruin site is discovered, the scientist is selected and then sent to the ruins by clicking on the ruin site. The unit will move to the site, and disappear into it. After a random amount of time, the ruins will collapse, and whatever the scientist has discovered will appear adjacent to the site. The scientist unit is no longer available and is considered 'lost'. This loss does not appear as a 'kill' on the enemies statistics.

In order for the player to bring a scientist through a ***Blink Door***, the player must first build a ***Research Laboratory*** to support the scientific studies, and have adequate ***Greenhouse*** support as well.

Unit Attributes:

Hit Points:	4
Armour:	0
Speed:	1
Range of Sight:	1
Weapon Range:	NA
Damage:	NA
Energy Cost:	1200
Weapon Ability:	NA
Format:	UNIT

Support Art:

No additional art is needed for this unit.

Rossh Mobile Anti-Aircraft Gun

File Name:

Description:

This vehicle is the Rossh answer to UEH air superiority, a rapid-fire anti-aircraft gun. Its ability to pepper the skies with laser blasts makes it difficult for air based units to last long. This gives the superior Rossh ground troops enough cover to overwhelm their opponents.

The MAAG uses a slightly more powerful version of the standard laser, and has the standard vehicle armor. This allows the vehicle to benefit fully from upgrades (see "***Upgrading Units***.")

If the MAAG becomes damaged during battle, it can be repaired at the Motorpool by selecting the damaged unit and then clicking on the structure. The MAAG will move to the structure and disappear inside. After the appropriate amount of time, the MAAG will reappear fully restored and ready for new commands.

This vehicle is supported by the Motorpool, which must be present before the MAAG can be brought through a Blink Door. It also requires adequate support from a Greenhouse.

Unit Attributes:

Hit Points:	20
Armour:	0 (1) (2)
Speed:	3
Range of Sight:	3
Weapon Range:	3
Damage:	1-3+1 (x4)
Energy Cost:	900
Weapon Ability:	Ground to Air
Format:	VEHICLE

Support Art:

laser bolt - color coded with army color
tiny explosions

Rossh Light Tank

File Name:

Description:

The smallest of the Rossh ground attack vehicles, the Light Tank gives the ground forces a good balance of speed and power. This vehicle is well armored and carries the standard Rossh Blaster. The blaster is mounted on an independent turret that has a full 360* of rotation, making it extremely flexible in battle.

The armor and weapons of this unit can be upgraded (see "***Upgrading Units***".)

Any damage sustained by the light tank can be repaired at the ***Motorpool***. To repair the light tank, select the vehicle and click on a Motorpool. The vehicle will move to the structure and disappear inside. After the appropriate amount of time, the light tank will reappear fully restored and ready for new commands.

The light tank is supported by the ***Motorpool***, and one must be built before this vehicle can be brought through a ***Blink Door***. It also requires the adequate support of a ***Greenhouse***.

Unit Attributes:

Hit Points:	30
Armour:	2 (3) (4)
Speed:	3
Range of Sight:	3
Weapon Range:	3
Damage:	1-6+7
Energy Cost:	1000
Weapon Ability:	Ground to Ground
Body Format:	VEHICLE
Turret Format:	VEHICLE

Support Art:

Rossh blaster
small explosion

Rossh Destructor

File Name:

Description:

This machine was designed for one purpose; to destroy everything in its path. This makes the vehicle an effective path maker and troop killer. Also known as the Troop Muncher, this vehicle can clear away annoying wreckage, and any humanoid troops that block its path. It is slow compared to other vehicles but it is faster than foot soldiers, and thus can easily overtake and digest them.

The Destructor has little effect on vehicles, but can destroy them given enough time. This unit does not carry conventional weapons, so does not benefit from weapon upgrades. It does have standard armor and benefits fully from armor upgrades (see "***Upgrading Units***".)

If the Destructor becomes damaged during the course of the game, it can be repaired at the Motorpool. To repair a damaged Destructor, select it and then click on the Motorpool. The unit will move to the structure and disappear inside. After the appropriate amount of time has passed, the unit will reappear fully restored and ready for new commands.

The Destructor is supported by the ***Motorpool***, and one must be built before the unit can be brought through a ***Blink Door***. It also requires the adequate support of a ***Greenhouse***.

Unit Attributes:

Hit Points:	20
Armour:	0 (1) (2)
Speed:	2
Range of Sight:	2
Weapon Range:	0
Damage:	1-5+5
Energy Cost:	1000
Weapon Ability:	Ground to Ground
Format:	UNIT (to animate blades)

Support Art:

no additional art required

has little effect on vehicles. Does work on UEH Mounted and Rossh Mounted if they are caught

Rossh Hovering Mine Dropper

File Name:

Description:

This unit is one of the few air-based units in the Rossh arsenal, even if its main purpose is to destroy ground units. It does not attack directly, but instead drops proximity mines that detonate when an enemy comes within close range. The mines are smart, and will not detonate when approached by any friendly unit. Note that Infiltrators and Saboteurs are considered friendly by these automated devices. Also note that mines can be dropped in the middle of a group of troops, thus maximizing the destructive effects.

The HMD does not carry any other weapons and has no armor, thus it does not benefit from any upgrades (see "***Upgrading Units***".)

More information on proximity mines and their operation can be found under "***Weapons and Projectiles***".

If the HMD becomes damaged during the game, it can be repaired at an ***Airfield***. To repair a HMD, select it and then click on an airfield. The unit will move to the structure and disappear inside. After the appropriate amount of time has passed, the unit will reappear and be ready to accept new orders.

The HMD is supported by the ***Airfield***, and one must be built before any HMDs can be brought through a ***Blink Door***. It also requires the adequate support of a ***Greenhouse***.

Unit Attributes:

Hit Points:	15
Armour:	0
Speed:	2
Range of Sight:	4
Weapon Range:	0
Damage:	(1-3+5 per proximity mine)
Energy Cost:	1200
Weapon Ability:	Air to Ground
Body Format:	VEHICLE
Blades Format:	VEHICLE

Support Art:

Spinning blades are treated as turret

Rossh Pulse Cannon

File Name:

Description:

Although expensive to build and maintain, the Pulse Cannon is unquestionably the ultimate mobile Rossh weapon. Using a high-powered version of its lightning generator, it directs a deadly charge of electrical energy at its target. This energy can quickly overflow from the target, arcing to any unit within (x) range of the original target.

Each unit caught in the arcing energy can act as a transfer point, thus catching more and more victims. This transference will continue until the pulse cannon fully discharges it power, the original target is destroyed, or the original target moves out of range. Note that the range limitation is for the original target only, and the arcing energy can go beyond it. Any humanoid units caught in the energy are unable to move while they are being struck. The energy discharge cannot distinguish between friendly and enemy units, so ANY unit within range can be struck. More information can be found under "***Weapons and Projectiles***".)

The vehicle charges itself by gathering energy from the air, giving it the ability to fire an unlimited number of times. The deadly arcing nature of the electrical energy, however, makes it impossible to shoot at anything at close range. The long charging time also makes the vehicle vulnerable between shots.

Because of the pulse cannon's massive size, it can only sport light armor, and it moves along very slowly. The armor of this vehicle can be upgraded, but the weapons cannot. (see "***Upgrading Units.***")

The business end of the weaponry is mounted on a turret, so it can be fired in a 360* radius. To fire the weapon, select the pulse cannon and then click on the intended target. The beam will fire continuously until the stored charge runs out, the target is destroyed, or the target moves out of range. Any unused energy remains in storage.

If the pulse cannon becomes damaged during battle, it can be repaired at the ***Motorpool***. To repair the pulse cannon, select it and then click on the Motorpool. The vehicle will move to the Motorpool and disappear inside. After the appropriate amount of time, the vehicle will reappear. Note that the charging process stops during the repair process, and any stored energy is lost.

The pulse cannon requires the support of the Motorpool, as well as adequate ***Greenhouse*** support. There must be a Motorpool present before a pulse cannon can be brought through a ***Blink Door***.

Unit Attributes:

Hit Points:	20
Armour:	0 (1) (2)
Speed:	2
Range of Sight:	5
Weapon Range:	5
Damage:	10-40
Energy Cost:	2500
Weapon Ability:	Ground to Ground
Body Format:	VEHICLE
Turret Format:	VEHICLE

Support Art:

electric zaps are to be drawn real-time by code

Rossh Zap Tank

File Name:

Description:

A smaller version of the ***Pulse Cannon***, is the Zap Tank. This vehicle has a self-contained power generator, and thus can deliver its deadly sting more often than its bigger cousin. The power level, while still deadly, is not sufficient enough to cause arcing (see ***Weapons and Projectiles: Lightning Pulse***".)

The zap tank has two electrodes that can be directed to fire in any direction, giving the vehicle a firing arc of 360*. The tank can also fire at close range, and targets its opponents as all other vehicles. It also has standard armor, so benefits from armor upgrades, but not weapon upgrades (see "***Upgrading Units***".)

If the Zap Tank becomes damaged during the course of the game, it can be repaired at a Motorpool. To repair the Zap Tank, select it and click on the Motorpool. The unit will move to the structure and disappear inside. After the appropriate amount of time, it will reappear, ready to receive new commands.

The Zap Tank is supported by the ***Motorpool***, and one must be present before this unit can be brought through a ***Blink Door***. It also requires the adequate support of a ***Greenhouse***.

Unit Attributes:

Hit Points:	50
Armour:	2 (3) (4)
Speed:	3
Range of Sight:	4
Weapon Range:	3
Damage:	1-8+5
Energy Cost:	1400
Weapon Ability:	Ground to Ground
Format:	VEHICLE

Support Art:

zaps are drawn real-time by code.

Rossh Heavy Tank

File Name:

Description:

The Rossh heavy tank is the bully of the battlefield. Very well armed and armored, it can overpower any vehicle on the ground or in the air. Equipped with a heavy Blaster, and carrying a compliment of plasma torpedoes, the Heavy tank can attack ground and air-based units. It can only fire one or the other, however, so clever targeting is critical.

The tank's weapons are mounted on a turret, and thus have a full 360* firing arc. The armor and weapons of the Heavy Tank can be upgraded (see "***Upgrading Units***".)

If the Heavy tank is damaged in battle, it can be repaired at a ***Motorpoo***l. To repair this unit, select it and then click on the Motorpool. The vehicle will move to the structure and disappear inside. After the appropriate amount of time has passed, the unit will reappear fully restored and ready for battle.

The Heavy Tank is supported by the ***Motorpool***, and one must be built before this unit can be brought through a ***Blink Door***. It also requires the adequate support of a ***Greenhouse***.

Unit Attributes:

Hit Points:	60
Armour:	3 (4) (5)
Speed:	2
Range of Sight:	4
Weapon Range:	4
Damage:	1-10+10
Energy Cost:	1800
Weapon Ability:	Ground to Ground / Ground to Air
Body Format:	VEHICLE
Turret Format:	VEHICLE

Support Art:

Rossh Medium Speeder

File Name:

Description:

Not to outdone totally in the air, the Rossh designed their speeder to be used not only in dogfighting, but as a ground support tool. It is more heavily armed and armored than its UEH counterpart, making it a bit slower, but also more heartier.

It is equipped with standard Rossh blasters and plasma torpedoes. Its armor is also standard, thus letting it benefit from armor and weapon upgrades (see "***Upgrading Units***".)

If the speeder becomes damaged during the course of the game, it can be repaired at an ***Airfield***. To repair a speeder, select it and then click on an airfield. The speeder will move to the structure, and disappear inside. After the appropriate amount of time has passed, the speeder will re-emerge, ready for new orders.

The speeder is supported by the ***Airfield***, and one must be built before this unit can be brought through a ***Blink Door***. It also requires the adequate support of a ***Greenhouse***.

Unit Attributes:

Hit Points:	30
Armour:	1 (2) (3)
Speed:	4
Range of Sight:	5
Weapon Range:	4
Damage:	1-6+4
Crash Damage:	
Energy Cost:	1800
Weapon Ability:	Air to Air / Air to Ground
Format:	VEHICLE

Support Art:

see crashing for more information

Rossh Building Truck

File Name:

Description:

The build truck is a special type of cargo vessel that can build predefined structures at a moments notice. It is prepared on the mothership and then sent through a Blink Door to its destination. Once there it can be held for an indefinite period of time, and when needed, moved to any location desired. Once activated, the build truck is shrouded and millions of nano-constructors move into action. They take the material stored on the build truck, and reassemble it on a molecular level into the desired structure. They even use the build truck itself so that no material is wasted. Once their task is complete, the nanoconstructors are programmed to remain dormant until needed for repairs (see "***Repairing Structures***"), leaving a ready to use building.

Once a build truck is prepared, it can only construct the specific structure it was programmed to. This is due to the highly complex nature of the nano-programming and the unique combination of materials needed for each type of structure.

The energy cost of a build truck is dependent on the structure it is carrying. Size is not the only factor, but the material composition as well. Thus a larger structure may require less energy to travel through a Blink Door than a smaller one composed of different materials.

The build truck is not armored, and thus does not benefit from armor upgrades. (see "***Upgrading Units***".)

If during the course of traveling to its destination, the build truck its damaged, it can be repaired at the *Motorpool*. To repair a build truck, select it and click on the Motorpool. The build truck will move to the structure and disappear inside. After the appropriate amount of time has passed, the build truck will emerge, ready for commands. It should be noted that any damaged sustained by the build truck will be carried over point for point when the structure is constructed.

The build truck does not require the support of any specific structure, and does not count towards the ***Greenhouse*** support totals.

Unit Attributes:

Hit Points:	120
Armour:	0
Speed:	1
Range of Sight:	1
Weapon Range:	NA
Damage:	NA
Energy Cost:	Special
Weapon Ability:	NA
Format:	VEHICLE

Support Art:

Unfolding sequence.

Small, medium and large overlays for specific building sizes.

Rossh Nuke Juice Tanker

File Name:

Description:

The Nuke Juice Tanker is the most important vehicle of the game. Without it, there is no way to power equipment and structures, including ***Blink Doors***. One tanker is included with the ***Power Distribution Station***, and more can be brought over from the mothership as needed.

The nuke juice tanker is automated for safety reasons; the volatile and unpredictable nature of nuke juice is extremely hazardous. On board computers are programmed to detect the presence of nuke juice puddles, and to home in on them. Once they have found a puddle, they will hover over it and lower their pumping tubes. They will extract the nuke juice from the puddle until the tanker is full, or the puddle is depleted. In the later case, the tanker will seek out a new puddle to pump (***DO CASE PUDDLE_JUICE=0; FRESH_PUDDLE_HUNT;END CASE***). If the tanker is full, it will return to the nearest power distribution station to unload its juice, and then return to the puddle to continue pumping. The tanker can hold enough juice to convert to maximum of 1000 energy points, not including any upgrades to the power conversion process (see "***Upgrading Units***".) It pumps the juice at a rate of 100 points every 2 seconds, and unloads the juice at the same rate.

The walls of the nuke juice tanker are, out of necessity, heavily lined and shielded. This specialized shielding prevents the application of standard armor. This means the tanker does not benefit from armor upgrades (see "***Upgrading Units***".)

If the tanker becomes damaged in the course of performing its job, it can be repaired to the ***Motorpool***. To repair the tanker, select it and then click on the Motorpool. The tanker will move to the structure and disappear inside. Once the appropriate amount of time has passed, the tanker will emerge and proceed to seek out the nearest puddle of nuke juice. Note that any nuke juice stored in its tank before the repair process will be lost during repairs (the tanker emerges empty.)

The nuke juice tanker requires the adequate support of a ***Greenhouse***, and a ***Power Distribution Station***. Additional tankers also require the support of a ***Motorpool***.

Unit Attributes:

Hit Points:	100
Armour:	0
Speed:	2
Range of Sight:	2
Weapon Range:	NA
Damage:	NA
Energy Cost:	2000
Weapon Ability:	NA
Format:	VEHICLE

Support Art:

Animation of tubes dropping into juice puddle and power plant tank.

Rossh Barrier Constructor

File Name:

Description:

This vehicle is used to construct barriers of various strengths, as well as gates. When selected, a panel pops up that allows the player to select what the truck will build and where using the standard build grid. To cancel, select the truck and right click on the appropriate icon. Each truck can build only one item at a time, but multiple trucks can operate independently. The energy cost is for the vehicle itself, and each item constructed will require an additional energy outlay.

The barrier constructor is not protected by standard armor since it is not designed to be used at the battle front. Therefore, it does not benefit from armor upgrades (see "***Upgrading Units***".)

If the barrier constructor is damaged, it can be repaired at the ***Motorpool***. To repair the barrier constructor, select it and click on the Motorpool. The vehicle will move to the structure and disappear inside. After the appropriate amount of time, the vehicle will emerge and be ready to follow new orders.

The barrier constructor requires not only adequate ***Greenhouse*** support, but the support of a ***Command Headquarters*** and a ***Motorpool*** before it can be brought through a ***Blink Door***.

More information on ***Barriers*** and ***Gates*** can be found under each respective heading.

Unit Attributes:

Hit Points:	20
Armour:	0
Speed:	1
Range of Sight:	1
Weapon Range:	NA
Damage:	NA
Energy Cost:	250
Weapon Ability:	NA
Format:	VEHICLE

Support Art:

Animation of vehicle building barrier

Rossh Blink Door

File Name:

Description:

The blink door is the standard means of transporting troops and equipment from the large motherships to planet surfaces. Blink doors are rated in terms of the amount of power they can generate, and thus the general size of the objects they can transport. Many variables contribute to the amount of power needed to transport an object, the most important being material composition and size. Blink doors are categorized as being **Small**, **Medium** and **Large**, and there is no difference in how each size operates.

Blink doors store a small amount of energy in capacitors, which allows them to operate at least once without the aid of a ***Power Distribution Station***. They are the lowest rung in the energy storage ladder (see "***Energy Storage Hierarchy***".)

The blink door physically consists of the transport pad itself, and between one and three power units. Each power unit has a capacitor storage of # energy units. The small blink door has one power unit, the medium has two, and the large, three.

When a blink door is first built, it is always a small blink door. Then, each individual blink door can be upgraded to a medium or a large classification by upgrading (see "***Upgrading Structures***".) The art for upgrading consists of three power unit brushes that are overlaid on the main pad. Brush two is used on the small door, brushes one and three on the medium door, and all three on the large door.

The procedure for bringing an object through the blink door can be found under "***Bringing a Unit Through a Blink Door***." Two or more blink doors of various sizes can be in operation at the same time. All objects available at one blink door site, may not be available at all sites as size constraints are still adhered to.

If a unit is on the blink door pad when another unit is transporting, the first unit will attempt to move off the pad when the final power-up sequence starts. If it cannot leave the pad in time, or is trapped, it will be destroyed as the incoming unit arrives.

If the blink door is damaged during the course of the game, it can be repaired using the rules found under "***Repairing Structures***".

In order to upgrade to a ***Medium Blink Door***, a ***Power Distribution Station***, and a ***Command Headquarters*** must be present.

In order to upgrade to a large blink door a ***Power Distribution Station***, a ***Command Headquarters*** and a ***Research Facility*** must be present.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

See also: **Blink Door Panel**, **Icons**

Attributes:	**Small**	**Medium**	**Large**
Hit Points:	300	400	500
Range of Sight:	3	4	5
Cost:	3000	4000 (1000)	5000 (2000)
Format:	BLDG	BLDG	BLDG
Size:	Medium	Medium	Medium

Supporting Art:

Energy power-up used as item is preparing to transport. Maybe 10 time units before actual transport.

Energy Burst is used to hide the appearance of vehicles or units. When the burst is at full spread, the brush is placed under burst, then burst dissipates.

Timer uses standard countdown font.

Rossh Greenhouse

File Name:

Description:

The greenhouse is the basic support structure for all troops and vehicles. For every 15 troops or vehicles stationed on the planet, there must be one greenhouse present. There are exceptions to this rule, and these can be found in the individual unit descriptions. Generally, build trucks and alien artifacts are not counted toward the greenhouse constraints.

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

See also: **Biosphere / Greenhouse Panel**

Attributes:

Hit Points:	150
Range of Sight:	2
Cost:	1500
Format:	BLDG
Size:	Medium
Blink Door Size:	Small

Supporting Art:

requires no additional art

Rossh Motorpool

File Name:

Description:

.The Motorpool is the standard support structure for all mechanized units, with the exception of the Mounted Trooper. It is here that all ground-based vehicles are sent to be repaired (see "***Repairing Units***".)

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	200
Range of Sight:	3
Cost:	2000
Format:	BLDG
Size:	Medium
Blink Door Size:	Small

Supporting Art:

door opening animation

Rossh Headquarters

File Name:

Description:

This structure is the focal point of all Rossh activity in the area. It is responsible for the defense of the main base, as well as the coordination of basic intelligence. After the construction of the command headquarters, the Barrier Constructor, Radar Station and Ground Turret are able to transport through the Blink Door.

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

See also: **Headquarters Panel**

Attributes:

Hit Points:	250
Range of Sight:	3
Cost:	2500
Format:	BLDG
Size:	Large
Blink Door Size:	Small

Supporting Art:

requires no additional art

Rossh Airfield

File Name:

Description:

This group of structures is responsible for coordinating air defenses and attacks. Once an airfield is built, air vehicles can be transported through the Blink Door.

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	200
Range of Sight:	5
Cost:	2000
Format:	BLDG
Size:	Large
Blink Door Size:	Medium

Supporting Art:

Radar dishes turning
lights cycling

Rossh Research Facility

File Name:

Description:

The research facility is important for two reasons; one is it makes available Archaeologists who can research Alien Ruin Sites. The second is its ability to research and upgrade the armor and weapons used by many troops and vehicles, as well as improve the energy yield of the nuke juice refining process.

More information on upgrading can be found under "***Upgrading Units***."

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

See also: **Research Panel**, **Icons**

Attributes:

Hit Points:	225
Range of Sight:	3
Cost:	2250
Format:	BLDG
Size:	Medium
Blink Door Size:	Medium

Supporting Art:

windows flash when researching
radar panels move

Rossh Spy Building

File Name:

Description:

This structure is the support for Chameleons, as well the training center for Snipers. Once a Spy building is constructed, any existing radar station can be upgraded to a satellite station (see "***Upgrading Structures***.")

This structure requires the presence of a ***Command Headquarters*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	200
Range of Sight:	3
Cost:	2000
Format:	BLDG
Size:	Medium
Blink Door Size:	Medium

Supporting Art:

Rossh Pyramid of Healing

File Name:

Description:

This strange structure is believed to be a sort of temple to an ancient Rossh deity. The structure is, as its name suggests, a pyramid with a configuration of jewels set in its cap, with a pad sitting beneath.

Its power, however, cannot be disputed. When a Rossh humanoid enters the structure, a beam of light is emitted from the crystals in the top of the pyramid. The unit is engulfed in this light for a few moments, after which it is healed. No one has been able to figure out how this works, or why; the Rossh just know it does, and use it religiously.

If a Rossh unit is being healed when the structure is destroyed, the unit is vaporized by the overload and misalignment of the crystals. Any enemy unit, including enemy Rossh, cannot use the pyramid to heal.

This structure relies on the support of the Power Distribution Station, and one must be built before a Pyramid of Healing can be erected.

Attributes:

Hit Points:	60
Range of Sight:	3
Cost:	600
Format:	BLDG
Size:	Medium
Blink Door Size:	Small

Supporting Art:

healing ray.

Rossh Radar and Satellite Installation

File Name:

Description:

Radar stations are the tool used to keep large areas of the battle area under observation. When a radar station is built, a radius of the map is continuously revealed. All or some of this area can be cloaked by enemy Jamming Arrays.

The Radar Station requires the presence of a ***Command Headquarters*** before it can be brought through a blink door.

Radar stations can be upgraded to Satellite Stations after the construction of an Spy Building (see "***Upgrading Structures***".)

Satellite Stations are more powerful versions of radar stations. Instead of revealing a portion of the battle area, the entire area is revealed. Areas cloaked by enemy Jamming Arrays remain cloaked.

Damage to a radar or satellite station does not affect its ability to reveal terrain.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:	**Radar Station**	**Satellite Station**
Hit Points:	90	120
Range of Sight:	10	N/A
Cost:	900	1200
Format:	BLDG	BLDG
Size:	Medium	Medium
Blink Door Size:	Medium	N/A

Supporting Art:

radar and sat station lights cycle

Rossh Jamming Array

File Name:

Description:

The main purpose of the Jamming Array is to hide the strength and movement of troops, vehicles and structures from the enemy's prying eyes. When a jamming array is built, it conceals a radius of the battle area. This will not hide the fact that a jamming array is in use, but it will save any unit or structure so concealed from orbital targeting (see ***UEH Cruise Missile Site***, ***Rossh Lightning Tower***, ***Alien Artifact: Orbital Death Ray***.)

Damage to the Jamming Array does not affect its ability to cloak an area.

This structure requires the presence of an ***Spy Building*** before it can be brought through a Blink Door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	90
Range of Sight:	8 (same as Jamming range)
Cost:	900
Format:	BLDG
Size:	Small
Blink Door Size:	Medium

Supporting Art:

Jammer Movement

Rossh Transport Pad

File Name:

Description:

Rather than use a vehicle to transport their troops quickly to the battle front, the Rossh have developed an offshoot of ***Blink Door*** technology to solve this problem. The transport pad allows instantaneous travel between two sites. This means the pad is useless unless two are simultaneously active.

Each transport pad has a pop-up panel that allows the player to turn the structure on, turn it off or to make it the primary pad. Making a pad the primary pad will tell the computer that this pad is not to be turned off automatically. One pad must be made primary, the default is the first pad constructed. Only two pads may be on at any one time. If a third pad is activated, the active, non-primary pad will automatically shut down. This allows the player to quickly change active pads without having to turn the other one off.

If a different primary pad is desired, the player selects the pad he wishes to make primary, and clicks on the primary icon. The other primary pad will automatically revert to non-primary, active status (i.e. simply 'on'.)

To transport a unit, select it and then click on the transport pad. The unit will move to the pad and stop on it. The pad will charge and then zap the unit. The unit will then be moved to the other active pad, where it will move off the pad to allow the next transport. If a unit is on the destination pad when a unit is transported, the unit on the destination pad is destroyed, but the arriving unit is not harmed. If multiple units are lassoed and instructed to transport, each will transport in turn, regardless of whether or not the previous unit has exited the destination pad.

Damage to a transport pad does not affect its ability to transport, nor the speed of transporting. Damage to this structure may be repaired (see "***Repairing Structures***".)

This structure requires the presence of a **Power Distribution Station** before it can be brought through a ***Blink Door***.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	100
Range of Sight:	3
Cost:	1000
Format:	BLDG
Size:	Medium
Blink Door Size:	Medium

Supporting Art:

Energy surge
use blink door burst
powered down frames

Rossh Power Distribution Plant

File Name:

Description:

The Power Distribution Station is the key to any Rossh base. It is here that Nuke Juice Tankers return their cargo of the liquid for processing. When the tanker has emptied its load, the Power Distribution Station converts the liquid into energy, which in turn is stored for use in the Blink Doors.

When first erected, the Power Distribution Station comes equipped with one Nuke Juice Tanker. Additional tankers may be brought into service without the need for additional Power Stations. For more information see "***Resource Operation***."

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	350
Range of Sight:	4
Cost:	2500
Format:	BLDG
Size:	Medium
Blink Door Size:	Small

Supporting Art:

Processing juice
filling up / emptying

Rossh Battery Storage Site

File Name:

Description:

This structure is where excess energy can be stored for later use. These sites are last in the power hierarchy. Each site can store up to 1000 energy units. Once a site is full, excess energy will 'spill over' to the next site, or be lost. Energy is moved to a blink door when the door is not full. See "***Power Hierarchy***" for more information.

This structure requires the presence of a ***Power Distribution Station*** before it can be brought through a blink door.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	120
Range of Sight:	1
Cost:	1200
Format:	BLDG
Size:	Small
Blink Door Size:	Small

Supporting Art:

Zaps to show energy levels

Rossh Lightning Tower

File Name:

Description:

This structure is the pinnacle of the Rossh technology. It creates a charge of electricity that can be discharged anywhere on screen. When the tower has fully charged, click on the structure, and then indicate target. Note that areas concealed by jamming arrays are not valid targets.

Once the lightning storm has been unleashed, nothing can stop it until it runs its full course, not even the destruction of the tower. If a jamming array is erected during the storm, it will not stop the storm.

In order to bring this structure through a blink door, a ***Large Blink Door***, a ***Power Distribution Station***, a ***Command Headquarters***, a ***Satellite Station*** and a ***Research Facility*** must be present.

For the effects of this structure when destroyed, see "***Effects of Destroyed Structures***."

Attributes:

Hit Points:	250
Range of Sight:	5
Cost:	2500
Format:	BLDG
Size:	Medium
Blink Door Size:	Large

Supporting Art:

tower energizing
lightning striking target

Rossh Barriers

File Name:

Description:

Rather than building solid walls for protection, the Rossh have developed an energy barrier to repel ground units. These energy barriers require the placement of pylons in close proximity to each other in order to function. Each pylon must be placed exactly one tile away from each other in order to function.

When a pylon is first placed, it has no partner, and thus is inert. When another pylon is placed one tile away, however, both activate, and a energy barrier is created between them.

No unit may pass through the barrier, but flying units are not affected by it. The barrier can be destroyed by eliminating a pylon. This is harder than destroying a UEH wall, but it also clears two tiles of space to enter (the barrier on either side of the pylon is deactivated.

Damage to the pylon does not affect its ability to repel ground units. The pylons cannot be repaired like normal structures, but they can be replaced if they are destroyed.

The construction of pylons requires the initial presence of a Command Headquarters, after which only the presence of a Barrier Constructor.

Attributes:

Hit Points:	40
Range of Sight:	1
Cost:	50
Format:	TILE
Size:	Small

Supporting Art:

does not require damaged frames.. use for animating power grids

Rossh Turret

File Name:

Description:

This tall, spiny tower is the main defense for a Rossh base. It has the ability to shoot electrical bolts at any ground or air based unit. It can only shoot one target at a time, and can be manually targeted. It has a longer range and more power than the ***Zap Tank***, but does not cause arcing like the ***Pulse Cannon***.

While more powerful than the UEH turret, it does require a short recharge period, thus has a slower rate of attack than its counterpart.

Damage to the turret does not reduce its ability to charge, its rate of attack or range. It can be repaired like any normal structure (see "***Repairing Structures***".)

The turret requires the presence of a Command Headquarters before it can be brought through a ***Blink Door***.

Attributes:

Hit Points:	90
Range of Sight:	4
Weapon Range:	4
Damage:	1-10+10
Cost:	1000
Format:	BLDG
Size:	Medium
Blink Door Size:	Large

Supporting Art:

Turret charging

Rossh Gate

File Name:

Description:

The gate is an easy access route for friendly troops to enter and egress from a base. The gate automatically opens to allow friendly passage. Enemy troops must destroy the gate to pass.

The gate must be built close enough to a pylon (i.e. within one tile) in order to become part of the barrier system. It does not replace a pylon, so the area must be clear in order to build it. There can be more than one gate operating concurrently.

Destroying a gate allows free access into and out of the base.

Attributes:

Hit Points:	60
Range of Sight:	2
Cost:	250
Format:	BLDG
Size:	Medium

Supporting Art:

gate opening and closing

Rossh Overlay Animations

Unfolding sequence for Build Truck.
Small build overlay for build truck constructing small structures.
Medium build overlay for build truck constructing medium structures.
Large build overlay for build truck constructing large structures.
Juice tanker stops and drops its pumps into juice puddle / Power Plant
Juice tanker fills / empties.
Fence Truck stops and makes barrier.

Blink Door power surge cycle.
Blink Door Energy Burst.
Airfield Radar antenna rotate.
Airfield lights cycle.
Research Facility tower pole rotates.
Research facility windows flash when researching.
Research pipes smoke when researching
Radar Station lights cycle
Sat Station lights cycle.
Jamming Array flags moving.
Transport Pad energy Surge (use blink door burst)
Transport Pad shutdown (inactive)
Power Plant processing juice.
Power Plant filling / emptying.
Battery Site Charge
Lightning Tower energizing.
Lightning striking target.
Turret charging.
Gates opening / closing.

Alien Ruin Sites

File Name:

Description:

The dusty, crumbling remains of a race long since gone. These monuments to an earlier age hold many wondrous and terrible secrets within their walls. Scattered around ***Nexus Prime***, these sites can mean the difference between victory and defeat.

To take advantage of these sites, the player must first have an ***Archaeologist*** (UEH) or a ***Scientist*** (Rossh) (see each under its respective heading.)

When a ruin site is discovered, it must be investigated by these units in order to reveal what secrets it holds. To investigate a ruin site, select the Archaeologist or Scientist, and then click on the site. The unit will disappear inside the structure, investigating and researching the alien technology. After a random amount of time, the site will crumble to dust, and whatever secret it held is now displayed adjacent to the site (see each ***Alien Artifact*** for details.)

A site can only be investigated by one unit; all others will not be able to enter. To stop an enemy unit from completing its investigation, the site can be destroyed like any other structure. The investigating player can repair an alien ruin site. A ruin site can be destroyed with any investigation by any player.

Attributes:

Hit Points:	500
Range of Sight:	1
Cost:	N/A
Format:	BLDG
Size:	Medium

Supporting Art:

Alien Artifact: Hovering Orbs of Death

File Name:

Description:

This device can be described as an automatic sniper. It moves about the board, seeking out and destroying and enemy humanoid units. If it cannot find humanoid units, it will continue by attacking vehicles.

The HOOD fires the equivalent of a Rossh Sniper laser bolt, killing humanoids with one shot, but doing standard damage to vehicles and structures. The HOOD can be manually targeted, but will revert to automatic mode once it has eliminated the manual target.

The HOOD does not count towards a player's Biosphere / Greenhouse requirements.

The HOOD cannot be repaired, and once lost, cannot be reproduced

Unit Attributes:

Hit Points:	20
Armour:	0
Speed:	5
Range of Sight:	5
Weapon Range:	1
Damage:	1-10+10
Energy Cost:	0
Weapon Ability:	Air to Ground / Air to Air

Support Art:

Alien Artifact: Juggernaut

File Name:

Description:

A leftover artifact from an obviously advanced and violent age, the Juggernaut is a formidable opponent. It is equipped with advanced targeting sensors, making it almost 100% accurate in battle. It shoots a unique type of plasma weapon in short but deadly bursts. This weapon can attack both ground and air based units.

The Juggernaut acts exactly like any other of the player's units, but does not count towards the Biosphere / Greenhouse requirements. The Juggernaut cannot be repaired, and once destroyed, cannot be reproduced.

Unit Attributes:

Hit Points:	80
Armour:	4
Speed:	2
Range of Sight:	5
Weapon Range:	5
Damage:	10-30 (x2)
Energy Cost:	0
Weapon Ability:	Ground to Ground / Ground to Air

Support Art:

Starship Xmas Balls

Alien Artifact: Berserk Creature

File Name:

Description:

Long ago captured and held in cryo-stasis for study, this creature, primitive and ferocious, is now released from sleep with an appetite. It will chased the closest humanoid unit on the map, regardless of who actually researched the ruin site.. It will kill the humanoid unit, if it can, and then seek out the next closest humanoid unit. It will do this until there are no humanoids remaining on the map, or it is killed. In either case, the creature will leave the game by exiting the screen or death.

This animal cannot be controlled by either player, and does not count toward any ***Biosphere*** / ***Greenhouse*** requirements.

Unit Attributes:

Hit Points:	25
Armour:	0
Speed:	3
Range of Sight:	4
Weapon Range:	1
Damage:	1-10+10
Energy Cost:	0
Weapon Ability:	Ground to Ground

Support Art:

Alien Artifact: Death Ray Satellite

File Name:

Description:

Activates ancient satellite in orbit. Gives the player one devastating shot before satellite overloads and blows up.

Unit Attributes:

Hit Points:	NA
Armour:	NA
Speed:	NA
Range of Sight:	NA
Weapon Range:	NA
Damage:	Vaporizes target, incremental collateral damage.
Energy Cost:	0
Weapon Ability:	Air to Ground

Support Art:

Alien Artifact: Invisible Tank

File Name:

Description:

Invisible alien tank. Acts as UEH Heavy Tank, but cannot be seen. Owner sees a fuzzy image on the game screen and a dot on the radar screen. Can only be seen when it fires weapon, (ST6)

Unit Attributes:

Hit Points:	60
Armour:	3
Speed:	2
Range of Sight:	4
Weapon Range:	4
Damage:	1-10+10
Energy Cost:	NA
Weapon Ability:	Ground to Ground

Support Art:

Alien Artifact: Scientist Error

File Name:

Description:

This artifact is not a physical item, but the result of a mistake in judgment on the part of the investigating scientist. The ruin site explodes with the same impact and destructive power of two UEH Missiles. All units within the blast radius take the appropriate damage.

Unit Attributes:

Hit Points:	NA
Armour:	NA
Speed:	NA
Range of Sight:	NA
Weapon Range:	5
Damage:	
Energy Cost:	NA
Weapon Ability:	Ground to Ground; Ground to Air

Support Art:

Alien Artifact: Technology Upgrade

File Name:

Not Needed

Description:

This artifact is not an actual physical item, but the result of a breakthrough discovery on the part of the investigating scientist. The ruin site collapses as is normal after an investigation, but the level status of one of the upgradeable statistics is increased by one.

If the selected statistic is at full strength, then an alternate statistic is upgraded. If all statistics are fully upgraded, then the bonus is lost.

Unit Attributes:

Hit Points:	NA
Armour:	NA
Speed:	NA
Range of Sight:	NA
Weapon Range:	NA
Damage:	NA
Energy Cost:	NA
Weapon Ability:	NA

Support Art:

No Art Required

Environment

The terrain in the game has been named “Dynamic Terrain” because it can change and interact with the player’s units. There are six specific ways in which the player and terrain interact.

Critters:

These are animals and other indigenous life forms. They cannot be controlled by the players, but do interact with them. They can be aggressive, actively seeking to eat any humanoid that is foolish enough to get close enough. All critters are treated as units, and are in the same format.

Nuke Juice Drinker:
Trap Door Spider
Crystal Shard Chuckers
Venus Fly Traps
Yeti

Replaced Brushes:

When a unit strikes these brushes, they are replaced with a new brush showing the damage done by the unit. Animations may be played over the original brush to show the damage process, as well as to hide its replacement.

Burning Trees
Shattered crystals

Removed Brushes:

When a unit strikes these brushes, they are removed from the screen, and are no longer an obstacle. Animations may be played over the brush to hide its disappearance from the screen.

Rock Slides
Destroyed trees
Destroyed Crystals

Animated Brushes:

At various times, there are events which occur on the screen such as steam vents, lava plumes, earthquakes, etc. These are brushes that appear run their course and disappear.

Lava Plumes
Steam Vents

Speed Sensitive Tiles:

These tiles affect the speed of a unit as it passes over the tile.
Sand Tiles
Mud tiles
Ice Tiles

Weight Sensitive Tiles:

These tiles are affected by the weight of the unit passing over it.
Ice Tiles
Quicksand Tiles

Terrain Types:

There will be four basic types of terrain in the game; Arctic, Tropical, UEH Interior and Rossh Interior.

Fire N Ice:

This terrain is dominated by snow and Ice. This icy and desolate landscape will have no normal foliage, instead it will have crystal formations, rough cliffs, and rock formations. Water will be, for the most part frozen, but patches can break off, melt, etc.

Ice:

Ice tiles only occur over water, and are weight sensitive as well as speed sensitive. Any open water will eventually freeze and become ice. If a vehicle equal to or over a certain weight passes over an ice tile, it takes 'damage', and cracks. After an ice tile has sustained its maximum damage, it reverts to a water tile. Any unit on that tile falls into the water and is lost.

Ice also takes damage from explosions, and acts in the same way as if it had sustained weight damage.

Ice tiles are also speed sensitive, simulating the almost non-existent traction. There are some special reactions that occur on ice tiles. The first is Recoil; when a vehicle that is sitting on ice fires its weapon, the vehicle will slide as a result. Thus, if a tank fires its weapon while on ice, the recoil will cause it to slide in the direction opposite to the direction fired. Recoil must be calculated using the vehicle's turret if the vehicle has one.

The low traction can also cause a vehicle to skid. If a vehicle is commanded to move onto a ice tile, the vehicle will do so and automatically compensate for traction loss. If, however, while moving on ice to a location, it is commanded to a new location, the vehicle will skid, in the direction it is moving after it has turned to face a new direction.

The freezing of water into ice must not happen suddenly and in large portions. The program must choose a small area and replace the water tiles with ice tiles. This will continue until there are no water tiles remaining. The areas then use the cracked tiles in reverse order until the ice is solid to simulate the ice thickening.

Idle Frames:

If possible, the idle frames for humanoid units should include then building snowmen, and making snow angels while on snow tiles. If on ice tiles, the units should slip and fall every so often.

Yeti:

The critter for this terrain can be Yeti, or Abominable Snowmen. They would spring from hidden 'foxholes' in the snow and drag a humanoid unit down into its lair. The unit is considered lost.

Crystal Shards:

When a unit passes close to these formations, vibrations are amplified inside and shards are shot out from it. This self defense mechanism is used to keep the yeti away.

Steam Vents:

These vents shoot out steam at irregular intervals, damaging units that are in its path.

Lava Plumes:

Lava plumes explode violently at irregular intervals, damaging units within the blast radius.

Nuke Juice Drinkers:

These scaly, armored creatures wander around the terrain, drinking nuke juice from the puddles. They drink at a rate of 10 points per ? and once they have reached 100 points, they will start to wander again until they are thirsty. They use 2 points of energy every ?, and occasionally relieve themselves of 10 points. At zero points, they head towards the nearest puddle to fill up again.

Earthquake:

Tremors are just the screen shaking, but the main earthquake happens, and tiles are replaced during the event. This simulates the damage to the landscape. Also, units and structures take damage.

Tropical:

This terrain is dominated by regular ground, and sand. There will be much more foliage depicting jungles and dense growth. Water will act as the major barrier as the ground will be relatively flat. Islands will make the use of air and hover vehicles paramount.

Quicksand:

These tiles are barely visible until a unit passes over them. Then, as the unit sinks into the mire, the pool is disrupted. It will bubble for a short time, and then be still again. The units sink at a rate determined by their weight. A unit that sinks is considered lost. ½ way…move slow… can get out…

Trap Door Spiders:

While not true spiders, these critters act in the same manner, camouflaging themselves until a humanoid unit passes close to them. Any unit eaten by the spider is considered lost.

Venus Fly Traps:

These carnivorous plants attack and devour any humanoid unit that passes close enough to it. Any unit so devoured is considered lost.

Nuke Juice Drinkers:

These scaly, armored creatures wander around the terrain, drinking nuke juice from the puddles. They drink at a rate of 10 points per ? and once they have reached 100 points, they will start to wander again until they are thirsty. They use 2 points of energy every ?, and occasionally relieve themselves of 10 points. At zero points, they head towards the nearest puddle to fill up again.

Earthquake:

Tremors are just the screen shaking, but the main earthquake happens, and tiles are replaced during the event. This simulates the damage to the landscape. Also, units and structures take damage.

UEH and Rossh Interiors:

This tile set has some features not found the other tile sets, but does retain most of the standard features.

The first major difference is the fact that a parallax star field can be seen on specially designated tiles. There will also be some spots where machinery can be seen in parallax beneath some tiles. These nernie tiles will add to the unique feel of these maps.

The second major difference will be the concept of multiple levels of the station or spacecraft contained on one map. There will be ‘ramps’ and ‘stairs’ where units will be able to ascend / descend to the next level. There are also areas where larger units will be able fight, but most of the fighting will be accomplished by humanoid units.

There will not be any structures built on these maps, but extra units may be able to be brought up from the planet through the blink door connection. A limited amount of energy may be assigned for these missions.

Some weapons may be modified slightly to produce similar looking defenses for the interior.

Cinematic Elements

Video Advisor:

This feature has been removed. All functions have been made into radio chatter, that will guide the player and warm of danger, attack, etc.

Introduction

Mission Briefings

United Ethnos of Humanity

Rossh

Winning Midgame

UEH defeats Rossh

Losing Midgame

Rossh defeat UEH

Finale

UEH Prevails

Rossh Prevail

Credits